Victoriana LRP

Perks

At character creation, each character gets two Character Points to buy extra Perks. A character should already have a number of Perks that they gained from their background. Unless otherwise stated, you cannot buy the same Perk twice. Many Perks require a pre-requisite before they may be bought. Higher level Perks also require possession of the lower levels Perks. For example: Improved Medicine requires Medicine.

Academics (Speciality)

Prerequisites: Educated

You have attended university and attained a degree. You are well versed in one subject area (anything other than science or medicine which are covered by other skills) and may even be an acknowledged expert in a particular field. Example Specialities for this Perk include but are not limited to: History, English literature, Philosophy, Anthropology, Archaeology, Economics, Geography, Politics, Psychology, Sociology, Law and Classics.

Asking a Jeeves about a situation relevant to your specialisation may glean useful information on occasion.

Antiquarian

Prerequisite: Can only be bought through relevant Background

You have made a study of antiques and valuables. Whether this is part of your studies in archaeology or history or some practical experience, you have an ability to recognise the origins of antiques and determine the current value to a collector or approximate value at auction.

Asking a Jeeves about any objects of particular interest, they should be able to tell you a little bit about them and their worth.

Archery

Prerequisites: Upper Class, Working Class

Archery has been superseded in battle by firearms due to their increased accuracy; however it has found a new lease of life as a social pursuit. Target archery is popular among both sexes, but perhaps the most suitable pursuit for ladies. Without this skill you are unable to use a bow in combat. You may attempt to use a bow against static targets but must purposefully miss with each shot.

Automaton

Prerequisite: Can only be bought through relevant Background

You are a constructed being, made from metal and powered by a Power-Source. You are immune to ingestible poisons, but can still be affected by toxic poisoning. You do not sleep, but still require daily “downtime” where your core processor reorders information. You cannot be healed by a person with the Medicine Perk, but can be fixed by a person with Improved Engineering at a rate of 1 hit per ten minutes of roleplay and a person with Advanced Engineering at a rate of 1 hit per five minutes of roleplay. If you are damaged below 0 hits, you will need to be repaired with components and this will required a Scientist, an Engineer and a Jeeves.

Multiple people cannot speed up the healing factor of the Automaton; however the Tidy Mind Perk is still effective.

Brawl

Prerequisites: None

Brawl allows you to fight with your fists (not your feet). It is not necessary to shout “Have at thee Rapscallion” when you start a fight, nor is it necessary to announce “Queensbury Rules old boy?” when starting a fight, but know that you'd make us very happy if you did. Those without Brawl cannot defend themselves without weapons.

There are no rules in Victoriana for the use of Feet in combat. If you want to use your feet, this game is not for you.

Church Rank

Prerequisite: Can only be bought through relevant Background (Male Only)

You are a representative of the Church of England and are afforded certain privileges in deference to your station. Your initial Church Rank determined by your Social Class and may increase in play

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| --- | --- |
| **Social Class**  | **Church Rank (CofE)** |
| Working Class  | Verger |
| Lower Middle Class | Vicar |
| Upper Middle Class | Canon |
| Upper Class  | Bishop |

The above ranks are based upon the assumption that the character is an official of the Church of England. Other churches (Catholics, Methodists, Quakers, other Protestant faiths) do exist and may have different rank structures (Catholics, Methodists) or no formal ranks at all (Quakers) but such ranks are not socially acceptable in English society and therefore it is not considered a Perk to be a member of these churches.

Cryptography

Prerequisite: None

Cryptography is the application of mathematical principles to the creation and decoding of ciphers. It also has applications in modern communications technology such as the telegram and navigation equipment. This Perk therefore allows a character to understand how to interpret Morse code and similar systems, operate and maintain communications equipment and create and decode ciphers.

Unwavering Faith

Prerequisites: Cannot have Touched, Visions from Beyond, High Dangerous or Radical Science

You have a conviction in something so strong that gives you mental defences against the supernatural. This faith could be anything with religious beliefs being only the most prevalent, but needs to be roleplayed fully as your defence is only activate when you’re at your most wilful. This quirk applies against beneficial uses of anything it is applied to as well as the harmful and if you accept beneficial aid from a supernatural source you risk losing the Perk entirely.

**For example:** Reverend Thomas finds himself at the mercy of a trio of bloodthirsty Vampires. Holding out his cross bolding in front of him he announces “Back! Foul abominations! My Unwavering Faith protects me!”

True to form the Vampires, being supernatural creatures cannot approach Reverend Thomas.

Device

Prerequisite: None

You own a state of the art Etheric device. You gain this perk for free for every two levels of Science and/or Engineering you have, in any combination. All items must look appropriate to the genre. Examples of Devices can be found in the Engineering section. Please email the team if you want to have something specific.

This Perk can also be used to denote possession of temporary scientific items like elixirs and tonics and at the beginning of each game you will receive a number of these temporary items to denote your replenished supply.

If you manage to get your hands on a Device without this skill, said Device is poorly maintained during downtime and will not be operational by the start of the next game.

Eidetic Memory

Prerequisite: None

You have a brilliant mind and whilst your memory is not infallible, it is rare you forget an experience. In game terms you may ask for assistance from a Jeeves to recall a pertinent fact, name or event.

Educated

Prerequisite: Can only be bought through relevant Background

You have all the benefits of a good education, something more than the basic literacy and numeracy most of the population receive. Depending on social class, you may have attended one of the public schools or a more common grammar school. You therefore have a higher level of literacy and numeracy than average as well as a basic grounding in a number of academic subjects such as classics, history, geography and Latin.

Engineering

Prerequisite: None

You have had basic training in manipulating, maintaining and repairing state of the art machinery. You are familiar with the basic principles of the thing. This sort of understanding is found amongst some military trained types, blacksmiths, dabblers and the occasional assistant of scientists.

See Chapter 8. Engineering for more details

Engineering, Improved

Prerequisite: Engineering

You are good enough to make a living out of putting together complex components. You may be a member of Royal Engineering Corp, or you may have gained a degree in Engineering. Or you may simply be a genius. An Engineer is needed in the construction of Devices and you can help scientists in the creation of Experiments.

See Chapter 8. Engineering for more details

Engineering, Advanced

Prerequisite: Improved Engineering

You are a master of the art. Other engineers will be keen to know what you know. An Engineer is needed in the construction of Devices and you can help scientists in the creation of an Experiment.

See Chapter 8. Engineering for more details

Firearms

Prerequisite: None

You may use Firearms in combat. A person without this skill cannot fire a gun with any accuracy. In addition, whilst you are legally allowed to carry a firearm, discharging one inappropriately is still a criminal offence. You can if possible hold a firearm in each hand.

Firearms can be bought from the Brown’s Emporium Whole Empire Catalogue.

Fixer

Prerequisite: Gossip and Tidy Mind Perks

You are a well-connected and efficient individual, known for your ability to get things done. A limited number of times a day, you can call upon your contacts for assistance above and beyond the norm. What assistance you ask for is up to you, but the bigger the request, the less likely you are to have it fulfilled. These requests are usually called upon through the pneumatic mail. The number of times you can ask for assistance is known only to the Refs and there will be consequences going over this limit.

As you would expect, those without the Fixer Perk can also ask for help from their contacts, but lack the advantage of those with this Perk.

Formidable

Prerequisite: Hardy

No matter how hard your assailants try you cannot be knocked unconscious. When you are beaten to below zero vitality points you will remain at the crippled level of injury and will remain conscious until killed. It is important to note that whilst you cannot lose consciousness, you must still roleplay damaging wounds, therefore it is possible for you to be knocked prone

Fortune’s Favour

Prerequisite: Lucky, Cannot have Cowardice Quirk

You are lucky to the extent that you can manipulate the very fates themselves. Once per day, after combat that you are engaged in, you may immediately take a single hit from a single wounded ally who was shot during the combat by announcing that the shot bounced off of something plausible on their person. However this is not without cost, as the errant ricocheting bullet hits you instead. You may choose the location that the shot hit you and this Perk may be used in combination with the Lucky Perk.

**For example:** "Gentlemen! Do not be alarmed! The bullet meant for Lady Faversham bounced harmlessly off of her steel reinforced corset and in actual fact has hit me soundly in the chest. I wonder if you could call the Doctor, whilst I concentrate of passing out.”

This Perk also allows you to use your Lucky Perk twice in a day, rather than the just once.

Gentry

Prerequisite: Upper Middle Class or Upper Class (Male Only)

You are one of the entitled few, having earned your honours through outstanding actions that have brought you to the attention of the Crown. You are a Knight of the Realm.

Gossip

Prerequisites: None

You are people who know people. You have social contacts, your ear to the ground, you're easily approachable, a confidant. Whatever the reason you are a major piece of machinery in the rumour mill. If any secret is to be imparted to the players in downtime, rest assured you'll be one of the first to hear about it.

What information you get from the Gossip Perk is based upon your Social Class, skills, backgrounds and charitable works.

Government Influence

Prerequisite: Can only be bought through relevant Background

If you have chosen the Politician Background, then you hold a seat and power in the House of Commons and help make legislation for the country. At this level you are considered to be a back bencher and do not hold governmental office or act as Front Bench spokesperson in the Opposition.

If you have chosen the Civil Servant Background, then you a member of Her Majesty's Home Civil Service, responsible for implementing government the decisions made by the Government.

Government Influence, Improved

Prerequisite: Government Influence; cannot have Known Criminal perk.

If you have chosen the Politician Background, you are either a junior Cabinet Minister or a Front Bencher for the opposition and are well regarded both nationally and international. Please speak to a Jeeves to discuss exactly which position in parliament you take.

If you have chosen the Civil Servant Background, then you are an Undersecretary in Her Majesty's Home Civil Service and can be a powerful ally to the politically astute.

Government Influence, Advanced

Prerequisite: Government Influence Improved; cannot have Touch of Bedlam perk.

If you have chosen the Politician Background, you are either a Senior Cabinet Minister or part of the Shadow Cabinet for the opposition. Please speak to a Jeeves to discuss exactly which position in parliament you take.

If you have chosen the Civil Servant Background, then you are a Permanent Secretary in Her Majesty's Home Civil Service working directly for the Cabinet.

Hardy

Prerequisite: None

You are especially robust and to represent this you have an extra Body Hit than a normal starting character.

Hardy, Extremely

Prerequisite: Hardy and Working Class or Lower Middle Class

You are especially robust and to represent this you have a further extra Body Hit.

Imprint

Prerequisite: Touched

Your psychometric ability has developed the extent where you can leave psychic impressions on objects as well as detecting them. In your player pack you will be given a number of stickers to place on items you wish to imprint. Objects that are not already imprinted can be done without a Jeeves and require you to truthfully exhibit the emotion you are trying to emulate. Objects already imprinted will need a Jeeves to imprint them. The stronger the emotions already imprinted on these objects, the harder they are to imprint with this perk. An imprinted object will show your psychic impression, although this can be sometimes be fooled by using the Table Rapper Perk.

Investigate (speciality)

Prerequisite: Police Rank or Detective Background

The investigate skill allows the character to have deeper understanding of the workings of human criminality. Your player pack will therefore be rife with information about the other characters in the game. This should make it easier for you to work out who the roguish elements are.

You will also be given a selection of envelopes that may correspond to the people you meet. Once you have spent at least five minutes talking with that person, you are able to open said envelope and gain some insight into nature.

This skill comes in two flavours: Social Insight, and Mental Insight. The social variant gives more personal data; the mental insight gives more specific information. (For example: if you intend on playing a character all about the little grey cells, you may want to consider the mental version, whereas clever little old busy bodies may find the Social version more fun.)

Knockout Punch

Prerequisite: Brawl

Swinging your mighty fist you connect soundly, momentarily discombobulating and disorientating your target. You can get this lucky punch in up to three times a day can call “Stun” when you hit home. This Perk even works on Automatons and those with Skin of Rock and may work to discombobulate other devices and machines too.

Language (speciality)

Prerequisite: None

Despite the dangers, you have managed to learn a language other than English and can communicate in it freely. Each Language speciality allows you to pick up an additional language. To indicate that you are using a language other than English an outrageous accent is recommended, even encouraged. To indicate a switching between accents or to highlight that a different language is being spoken, you must name the language before you begin speaking. This does not have to be said at the start of every sentence and is only used to indicate that a different language is being spoken. To reset to English, rather than saying English, the phrase 'Oh I say' can be used in its place.

For Example: *Professor Postlethwaite is translating French to his colleague Lord Alexander Hawthorne*

***Postlethwaite:*** *Francais! What can I do for you Frenchie?*

***Frenchman:*** *Francais! I wish to see your papers please*

***Postlethwaite:*** *Oh I say! Hawthorne old chap, he wants to see your passport. Francais! There you go Frenchie, I think you'll find that all in order.*

Lockpicking

Prerequisite: Can only be bought through relevant Background or has Detective Background

Through fair means or foul you have again a talent in the unconventional unlocking of locked things. You will be given a set of codes at the start of the event. These represent your lockpicks. The number of codes you get is dependent on your lock-picking skill and these codes can be used to unlock certain locks in the game.

There are three levels to Lockpicking and each subsequent purchase of this skill increases the number of useful codes players is given at the start of the game, increasing the chance that his Lockpicking will be successful.

Lucky

Prerequisite: None

You're just plain luckier than other people. Once per day you may regain one hit point lost in the combat by presenting an item that turned the blow or shot. This must be done immediately after the combat and the item must be an object that is traditionally recognised for its ability to turn blows. Cigarette cases and bibles are both excellent examples of this. The Perk may even be used to bring yourself into consciousness. Remember you MUST explain what happened to those around.

***For example:*** *"By Jove! I thought I was a goner, but it seems that the bullet that took me down embedded in my hip flask, tragically loosing me a good quantity of Scotch! Look, you can see the bullet" \*Shows Phyrep\**

A Lucky Character may also find he or she is favoured in other ways. For example: A Lucky character may ask for a single bead to be replaced and pulled again on a medicine roll.

Medicine

Prerequisite: Can only be bought through relevant Background See Healing

You have had some training in medicine. Either you have studied at a medical school but not yet attained your degree or you have acquired your knowledge elsewhere (such as practising as a nurse, a Barber Surgeon or a village midwife). You have a basic knowledge of anatomy and some understanding of how some simple medical treatments work.

Medicine, Improved

Prerequisite: Medicine See Healing

Your studies of medicine have developed to the extent where you have attained your degree and can officially practice medicine as a doctor. You have attained some respect in your local community for your practice. If you have not had formal training at a medical school, you have practised your art so well as to become a fairly well known Barber Surgeon, Nurse or Midwife in your local area.

Medicine, Advanced

Prerequisite: Improved Medicine See Healing

You are considered to be one of the foremost experts in medical practice in the country. Your consultation is sought by the wealthy and you may have published a number of research papers in The Lancet and other journals. You may choose a particular area of medicine in which you are particularly well known. Your vast expertise will allow you, with knowledge of Science Perks, to utilise your own theories in the creation of as yet unheard of curatives and treatments, perhaps even hold back the passage of time or create new life itself!

Melee Weapons

Prerequisite: None

You have the ability to use Melee Weapon in Combat. A person without this skill cannot use a weapon offensively in Combat, but may defend poorly (remember to role-play your inability).

Military Rank

Prerequisite: Either Infantry or Military Officer Background

A person's military rank is determined by their Social Class. A player with Military Rank must choose a division of the Military to come from.

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| The Army |
| **Social Class**  | **Infantry Background**  | **Military Officer Background** |
| Working Class  | Corporal  | Not Applicable |
| Lower Middle Class | Sergeant | Lieutenant |
| Upper Middle Class | Warrant Officer | Captain |
| Upper Class | Not Applicable  | Major |

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| The Navy |
| **Social Class**  | **Infantry Background**  | **Military Officer Background** |
| Working Class  | Mate  | Not Applicable |
| Lower Middle Class | Petty Officer | Lieutenant |
| Upper Middle Class | Warrant Officer | Commander |
| Upper Class | Not Applicable  | Captain |

Military Rank grants you the authority to discharge a firearm in the name of the Empire. Be advised, however, that doing so without specific orders or good reason may lead to court martial. Under normal circumstances discharging a firearm is a criminal offence.

This Rank may be improved by the Perk Improved Military Rank or reduced by certain Quirks.

Military Rank, Improved

Prerequisite: Military Rank

This Perk allows a character to have been promoted above his station in the Armed Forces as shown in the table below

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| The Army |
| **Initial Rank** | **Improved Military Rank** |
| Corporal | Sergeant |
| Sergeant | Warrant Officer |
| Warrant Officer | Lieutenant |
| Lieutenant | Captain |
| Captain | Major |
| Major | Colonel |

|  |
| --- |
| The Navy |
| **Initial Rank** | **Improved Military Rank** |
| Mate | Petty Officer |
| Petty Officer | Warrant Officer |
| Warrant Officer | Lieutenant |
| Lieutenant | Commander |
| Commander | Captain |
| Captain | Commodore |

Military Rank, the First Tea Company

Prerequisite: Military Rank

The First Tea Company is a self-governed British military force that includes elements of the Army and Navy and looks after the interests of the British Empire in areas of the Empire where the shipping of vital cash crops is the prevalent economy. It was created in 1887 after a series of uprisings in India led to poor tea production and shortages across England. Commander in Chief Lord Banyard is long term friend of Downing Street and a cunning strategist. It is through his political machinations that members of First Tea Company have been given preferential military treatment throughout the Empire. Members of the First Tea Company and exclusively taken from the ranks of the British Military and take up their rank they previously held when they join.

Munitions

Prerequisite: Military Rank or Engineering

This skill represents the use of explosives, fixed mounted machine guns and bomb disposal.

You have had some training from the military in the use of explosives and large ordnance weapons. You may safely prepare and detonate explosive charges and have a chance to safely defuse the same. You are also trained in the operation of large ordnance weapons such as cannon, fixed mounted machine guns and other such devices. Bombs can only be defused with this skill, using Engineering alone will likely result in explosive disappointment.

Noble Title

Prerequisite: Upper Class

You are one of the entitled few, either having earned your honours through outstanding actions that have brought you to the attention of the Crown or as a descendant of one of the noble British houses. If you are male then you are a Baron, a Peer of the Realm and hold a seat in the House of Lords. If you are female then you are a Baroness and whilst you do not hold a seat in the House of Lords, you are an influential cog in the Empire's high society.

Those players who do not want to play a British subject can still take this feat if they are from Europe and may have an alternate title. Americans cannot take this merit.

You must include details of your family, including their title and the location of their estates, in your background.

Noble Title, Improved

Prerequisite: Aristocrat

You are part of a great and noble house. If you are male then you are an Earl, a Peer of the Realm and hold a seat in the House of Lords. If you are female then you are a Countess, a woman of significant power in High society.

Those players who do not want to play a British subject can still take this feat if they are from Europe and may have an alternate title. Americans cannot take this merit.

You must include details of your family, including their title and the location of their estates, in your background.

Occult

Prerequisite: None

You are a respected authority in the ways of the occult. Whether you believe it or not, you have a good knowledge of the arcane and could answer questions on ancient mythology, folklore, psychic phenomena or cryptozoology.

At the before each event you will be given a Loresheet that details the local occult legends, practices and rituals. These may or may not be useful during the game.

Characters with the Occult Perk also have enough of familiarity with ancient artefacts to allow them to be able to properly use Relics.

Percussive Maintenance

Prerequisite: Brawl and Engineering

Using your knowledge of Engineering and a well-placed blow, you are able to bring broken devices back to life. Game effects may vary but in general your well placed blow forces one more effect out of the device before it needs to be repaired properly. Percussive Maintenance also works on Automatons, instantly giving them back a single hit. Percussive Maintenance can be used on an item **once per game** and requires at least 10 seconds of roleplaying to find the correct place to thump the misbehaving technology.

This Perk does not work on armour, unless that armour is also a Device. As with all things, please use your common sense when using this Perk.

Pickpocket

Prerequisite: Can only be bought through relevant Background

With lightening reflexes and a steady nerve you are able to pick the most guarded of pockets. This skill works simply. At the start of the game you are given a number of pegs with a corresponding code on them. If you are able to attach a peg to somebody without them noticing, then you may have successfully stolen from them. Anybody found with a peg attached to them must go to a Jeeves at their earliest convenience to discover if anything of value has gone missing and hand over that item.

Where you place the peg is vitally important to the success of your thievery. Attaching a Peg to a long flowing dress or the end of a tailcoat will probably not achieve you much, however a peg attached to a pocket will me more likely to be successful.

Pilot

Prerequisite: None

With the Pilot Perk you have the knowledge and ability to pilot mechanical vessels of over Air, Land or Sea. These include the ships of the Royal Navy, Powerful Steam Locomotives or even the majestic Zeppelins that litter the skies. It also includes some of the experimental rocket packs that have become more popular with the Royal Naval Aerial Corps and some of the more adventurous private citizens.

Pharmacy

Prerequisite: None

Pharmacy is the practical application of the chemical science, focusing on the effect of medicines and treatments on the human body. Pharmacists combine traditional herbal medicines, some of them found by explorers in distant parts of the world, with the application of modern chemistry to create pills, powders and potions. This proficiency complements the Medicine Perk as it allows the identification and mixing of essential drugs that aid in the recovery of injuries and ailments.

In game terms a character uses Pharmaceutical Supplies (see the Whole Empire Catalogue) to create his Medical Enhancements. Each set of Pharmaceutical Supplies can create two Blue Beads that can be added, by a trained Pharmacist, to a Medical Bead Bag. Blue Beads count as a positive effect to healing, but are not put back into the bag after use.

Medical Enhancements can only be added to Bead Bags obtained through the various levels Medicine Perks and have no effect on bead bags that come with Devices.

Police Rank

Prerequisite: Cannot have known Criminal

Police Rank grants you the authority to discharge a firearm in the name of the Law. Usually, this requires an official warning be called. Misuse of this authority may lead to an investigation and subsequent suspension from duty. Under normal circumstances discharging a firearm is a criminal offence.

A person's Police rank is determined by their Social Class.

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| --- | --- |
| **Initial Rank** | **Police Rank** |
| Working Class | Constable |
| Lower Middle Class | Sergeant |
| Upper Middle Class | Inspector |

Promethean

Prerequisite: Can be bought in play, but only with Jeeves approval

You are a constructed being, made from flesh and given life through science You start the game with an extra hit to denote your robust solid construction. Despite being a miracle of Science, those people of a superstitious or religious nature may fear and condemn you.

Relic

Prerequisite: Occult

You start the game in the possession of a mysterious artefact that you have become psychically attuned to. If you pick this perk, please tell us as much as you can about the Relic so we can determine its powers. The more powerful a Relic, the more likely it is to have hidden and dangerous Quirks.

If you manage to get your hands on a Relic without this skill, the Relic is not destined to stay in your possession for long and is likely not to be on your equipment list at the start of the next event.

Science

Prerequisite: None

You are scientist, and understand the how to manipulate the universal force known as The Ether to create new and interesting effects currently unknown to mankind. All modern science requires an understanding of the Ether, and you have received intensive training in the most basic of principles.

At this level, you may be a skilled dabbler, a student or self-taught genius/madman.

You may pick one Methodology and one scientific field.

See Chapter 7. Science for more details

Science, Improved

Prerequisite: Science

Your studies of science have developed to the extent where you can be called a scientist by your peers. You may be a professor, doctor or similar well regarded academic. Or you may just be brilliant.

You gain two more science picks from any Methodology or Scientific field in addition to those you already have. Whist somebody with the Improved Science Perk can design Scientific Devices; your skills are purely theoretical and you not able to create devices yourself. The creation of Devices is under the aegis of those with the Engineering Perk.

See Chapter 7. Science for more details

Science, Advanced

Prerequisite: Improved Science

You are greatly respected as a scientist with very few who can match your scientific knowledge. You are at the cutting edge of Science and are often asked for your opinions of your chosen field.

You gain two more science picks from any Methodology or Scientific field in addition to those you already have. Whist somebody with the Advanced Science Perk can design Scientific Devices; your skills are purely theoretical and you not able to create devices yourself. The creation of Devices is under the aegis of those with the Engineering Perk.

See Chapter 7. Science for more details

Skin of Rock

Prerequisites: Extremely Hardy and Formidable

Whilst your skin feels normal to the touch, you are amazingly resilient to damage. As well as receiving a further extra body hit you are also resilience to Brawling damage and whilst you must react and roll with the punches and roleplay being beaten, you take no damage from swings with empty fists and therefore will not go down in a straight fist fight.

Super Science

Prerequisite: Advanced Science

You have pushed the very boundaries of scientific research; but such great knowledge come at a price. You also get the effects of the Touch of Bedlam Quirk when taking this Perk. If you already have the touch of Bedlam Quirk you get even stranger. Scientists of this level are often considered mad or even dangerous by their peers.

You gain one more science pick from any Methodology or Scientific field in addition to those you already have.

Whist somebody with the Advanced Science Perk can design Scientific Devices; your skills are purely theoretical and you not able to create devices yourself. The creation of Devices is under the aegis of those with the Engineering Perk.

Table Rapper

Prerequisites: Touched or Visions from Beyond

By using the proper tools you are able to summon the spirits of the dead, allowing it to possess a willing vessel. Whilst you can try and cajole specific spirits to you with the deceased personal effects, there is no guarantee that this will work as typically the most powerful spirit in the area is the one who will answer the summons. When possessed by a spirit of the dead you exhibit the spirit’s psychic fingerprint; it is therefore possible for a character with the Imprint Perk to give false impressions by combining the two Perks.

Speak to a Jeeves if you wish to use the Table Rapper Perk.

Tidy Mind

Prerequisite: Can only be bought through relevant Background or bought if you already have the Fence Background

You are an especially organised and efficient individual who is always capable of seeing a better way to achieve a goal. In any action that takes another player time to complete (such as performing research, building or repairing something or similar) you may assist in that action and half the time taken to complete it. This assistance must actively roleplayed.

Touched

Prerequisite: Working or Lower Middle Class Only

You are a Psychic, one of the touched and open to the strange and paranormal. Tragically, in this era of science and reason you are often named fraud by those who do not understand, but you know the truth of the world that they will never know. Specifically you are a psychometric and have developed the mental technique to pick up impressions and emotional residue on certain objects after touching them. It doesn't work all the time and certainly doesn't work for all objects, but can sometimes allow the character to pick up information about an object simply by touching it.

By touching the object, the character can gain initial impressions about the emotions and events linked to it. These come as vague descriptive concepts such as ‘fear’, ‘anger’, ‘love’ and may also include indications of places or events. These impressions are gained by reading the code on the psychic sticker (which will be visible on the object somewhere) and the code may be translated using a Loresheet. If there is no sticker visible then there are no psychic impressions to be gained from this object.

Note, this skill is not always voluntary and there are often side effects from using it. For example, a Touched character may end up feeling the effects of a strong emotion themselves for a short time. This will be indicated by the code. Also, if the player can see the sticker while touching the object with their bare hands, they must read it and interpret the code – taking any effects noted. This is to represent their natural sensitivity sometimes picking up emotional feedback unintentionally.

Toxic Resistance

Prerequisite: None

Whilst not actually immune to toxins, you can shake off their effects with startling ease. Toxic calls take twice as long to take effect on you (essentially taking a point of damage every minute rather than every 30 seconds). Also, whilst being hit by a toxic call still causes you a great deal of pain, you are not incapacitated and may grit your teeth in a suitably dramatic manner and bravely fight through the discomfort.

In addition, if somebody with the medical skill attempts to heal you, all red beads are counted as white beads when healing Toxic damage.

Vim and Vigour

Prerequisite: Toxic Resistance. Cannot have Automaton perk

You have been saturated with exotic energies, perhaps produced by a Science, an arcane ritual, or being hit by a mysterious space rock. Strangely these energies have not killed you and have become intertwined with your essential life-force; consequently you are an excellent subject for experiments and/or rituals involving Life and Nature. Due to your empowered nature you heal faster than a normal person; if somebody with the medical skill attempts to heal you, all red beads are counted as white beads to determine the result of healing.

Visions of Beyond

Prerequisite: Working or Lower Middle Class Only

You have the gift of the sight. Some call you psychic, some call you deluded and some call you a charlatan. Whatever they call you doesn't change the fact that sometimes, though no control of your own, you are overwhelmed by the powers of the spirit realm.

After a set amount of roleplaying and in the presence of a Jeeves, you may be presented with a “Visions of Beyond” card. Read the card to understand your vision and follow any instructions you might have been given on the card.

Wealth

Prerequisite: None

With this skill your character gains the starting capital and regular income of a character one Social Class higher than yours. If you are already Upper Class then you received £150 Starting Cash and £95 Regular Income

Wealth, Advanced

Prerequisite: Wealth

With this skill your character gains the starting capital and regular income of a character one Social Class higher than yours. If you are Upper Middle Class then you start with £150 Starting Cash and £95 Regular Income. If you are already Upper Class then you received £175 Starting Cash and £115 Regular Income

Window to the Soul

Prerequisite: Touched

Your psychometric ability has developed the extent where you can sense the auras not just from items, but also from people. Like with your other psychic abilities, this Perk does not always work, however those with this ability can often get a sense of a person’s true nature by laying their hands upon that person.

In game terms you will be given a selection of envelopes that may correspond to the people you meet. Once you have touched a person named on one of your envelopes, you are able to open said envelope and gain some insight into their spirit.