Victoriana LRP

Quirks

Quirks can be taken to augment a character's starting points. Quirks usually have a pre-requisite in a particular background or social class. Any number of Quirks may be taken, but you will only get a maximum of two extra points to spend on Backgrounds and Perks from them.

Addiction

Prerequisites: None

You are addicted to a particular substance and cannot function properly without it. It may be legal or illegal, mundane or exotic, but whatever the substance might be, not having it affects you physically and mentally. Maintaining your addiction will have cost implications. Please consult a Jeeves if you wish to take this Quirk to discuss it.

Afflicted

Prerequisites: Science, or Occult, or Touched, or Visions of Beyond, or Engineering Perks

The character has been in contact with dangerous spirits in the past, dangerous phantoms that affect the character's mood, concentration, and perception. As a result the player's mind is not altogether there, and they suffer from delusions and other psychiatric ailments. The player suffers episodic bouts of madness, which must be roleplayed for full effect, with stressful situations being particularly pertinent points in the game to bring on an episode.

Blackmail

Prerequisites: None

You've done something in your past that may be shocking to society - a sex scandal, financial fraud, selling government secrets or some other action which is likely to get you at the very least ostracised in society and at worst arrested and even executed. The trouble is, someone knows about it and they have evidence. They are using this evidence against you. Not only are you expected to pay regular amounts to your blackmailer but they may, on occasion, ask you to perform 'little tasks' for them. if you fail to either hand over the cash when asked or perform the task set, the blackmailer will reveal all in some way.

Cowardice

Prerequisites: Men Only

The ideal man is brave and dashing, a hero who will fight for his home and country. Known cowards are scorned, seen as unmanly. You are such a man and must attempt to escape any physical conflict as directly as you can. No amount of coercion will allow you to entire a physical confrontation freely.

Debt

Prerequisites: None

You owe a significant debt that cannot be paid off easily. This is not just a matter of a few hundred pounds, which can be paid off easily using a loan from a friend (though you may owe some friends some money because of past attempts to pay off this debt) but such a huge sum that your creditor(s) effectively have a hold on you and can ask you to perform favours in exchange for 'some of the debt' being repaid. If these favours are performed as requested then this quirk becomes a Nemesis with all the attendant dangers that entails.

This quirk does not affect your income or starting cash (whatever this may be, it is only a small drop in the ocean to what you owe).

Disgraced

Prerequisites: Upper Class

You just don't fit in to high society. You might be shy, or boring, or violently angry, or insane, or extremely arrogant, or patronising, or reclusive, or crude, or even just incredibly addicted to laudanum. Whatever the reason, you are in society's bad books and your scandalous actions are whispered in high society wherever you go. This Quirk demands a lot of roleplaying and if the Jeeves team deem you not to be roleplaying the Quirk sufficiently do expect them to single you out to be mean to.

Doomed

Prerequisite: None

Write up two characters. The first is doomed to die sometime on Saturday of the game. You cannot stop this. It might simply be a heart attack; it could be a mysterious curse brought on by Egyptian tomb raiding or even a vicious and murderous plot. You don't know and will not find out until it happens. Your second character cannot take the Doomed Quirk.

It is important to note, Probate is taken very seriously in the Victorian world. If you use this Quirk as a cunning way to transfer assets to your new character or group then expect reprisals. Don't be surprised if Vengeful Mummies, transference of Doomed Quirks or worst, Solicitors start to appear in your near future.

Glass Jaw

Prerequisite: Cannot have Formidable

You might not be a lover, but you certainly not a fighter. If you take any damage at all you are rendered unconscious and cannot be roused without medical attention (smelling salts are effective).

Known Criminal

Prerequisites: Cannot have Policeman Background, Detective Background or the Improved Government Influence perk.

At some point in the past you have been arrested and charged with a criminal offence. You've paid your debt to society and whilst the boys at Scotland Yard have nothing on you at the moment, they will certainly use this as an excuse to link you to any crimes that might be committed around you in the future. It may also have a social detriment, as any gossips will undoubtedly know all about your wrongdoing.

Haphazard Methodology

Prerequisites: Highly Dangerous Science

For some reason in your past, you crossed the line between genius and madness and this madness manifests itself within your work. That’s not to say that you do not have your lucid moments, polite society need never know of your burning insanity. That is unless you show them one of your creations. Whenever you construction or assist in the construction of a Device or Experiment there will be a higher propensity for unfortunate side effects.

You must discretely inform a Jeeves of this quirk whenever you find yourself in a position where it may be relevant.

Military Demotion

Prerequisites: Infantry Background, Military Rank: Corporal

You are the lowest of the low in the Military, a Private. You do not gain the right to give orders to anyone; you are the person everyone gives orders to. While you do have the military right to bear arms and discharge them in the name of the Empire, you may only do so when given explicit instructions and may be subject to court martial if you discharge your weapon without such orders.

There is not equivalent Quirk for the Navy as a Mate as the Victorian Romanticism of the ocean and zeppelin flight makes a Navy Mate a far more attractive prospect than an Army Private.

Nemesis

Prerequisites: None

You have wronged somebody in the past and that slight has turned them into a powerful enemy. Fully expect this Nemesis to hound your actions at every turn. They have taken it upon themselves to destroy you, be it financially, socially or literally. Do not expect an easy ride from them. (Please give us on indication as to who you’d like as your nemesis on your booking form. We will gleefully embellish this information)

Poor

Prerequisites: Working class

You are Poor. You can just about survive on what you earn in whatever job you do (so your family do not starve and have somewhere to live) but that is all, there is nothing left over. If you want additional cash for whatever reason you need to acquire it from somewhere, loans, hand-outs, criminal activities and so on. In addition, there are a number of ways in which you may end up losing what little income you do have. In game terms; whilst you start off with Initial Capital, you do not gain any income from your Social Class between events.

Problematic Probate

Prerequisites: Lower Middle class or above

Your family may have money but you personally do not. Though your family money does allow you to live reasonably well day to day, none of this money actually belongs to you and is heavily dependent on the goodwill of your family. What is worse is that, as things currently stand, you are not in a position to inherit any of the family money should whichever relative who currently owns it dies. This could be because the line of inheritance passes to a cousin or similar (such as in the case of the Bennett’s in Pride and Prejudice where a woman could not inherit the family wealth), or perhaps there is a more favoured relative or a brother/sister who gets there first or you have been disinherited by your father. Whatever the reason, you are in a tentative position. Because of this Quirk, you have the starting capital and regular income of a character one social class less than yours. Plus, there are a number of in game reasons why you may lose your entire wealth at short notice and this is obviously very damaging to your marriage prospects.

Prone to Fainting

Prerequisites: None

Many ladies live mainly inside, with little physical activity or excitement in their lives. When subjected to stress or surprises, these delicate young flowers often find themselves subject to fainting fits. Some of the more foppish gentlemen are much the same. Player must faint if presented with anything obviously hideous. It will be up to the player to make sure they faint at appropriate times. Obviously, anyone may faint at any point if they wish to; characters with this Quirk are simply compelled to do so.

Retired

Prerequisites: Infantry or Military Officer Background

You have retired from the Military and therefore do not gain the Military Rank part of the Military Officer Background. You may own a firearm but cannot fire it in the protection of the Empire without question. Despite not having Rank any more, it is perfectly acceptable be to referred to by the rank you used to hold.

Risky Maverick

Prerequisites: Medicine Perk

You are a doctor or other medical practitioner who does not follow the accepted way of doing things. You often try unorthodox treatments which have a variable success rate and which are prone to side effects and complications. Often these methods can result in spectacular results, this is why you still have a medical practice, but they can also sometimes end in absolute failure. You do not get the same quantities of beads in your medical bead bag as standard doctors and are known for either amazing success or colossal failure.

Scholarship

Prerequisites: Working Class or Lower Middle Class. Medicine, Academics, Science or Engineering Perks.

You were an exceptionally bright pupil at school. However, your parents were not wealthy enough to send you to a good school or a University. Luckily, your abilities were sufficient to secure you a scholarship. However, socially this can be a problem as, in the social circles you now move in due to your academic achievements, the fact that you had to get financial support to gain your education is a reason for derision and ostracism; you are in interloper, an impostor, not one of them.

Touch of Bedlam

Prerequisite: None

It is a matter of public record that you have spent time in a Victorian insane asylum. If you didn't have problems before you went in, you certainly do now. Your history is known to medical and criminal professionals. This Quirk also reduces the amount of money you start the game with, giving you your Regular Income to start the game with rather than your Starting Capital.

War Wound

Prerequisites: None

You have been gravely injured, either on the battlefield or in some exciting adventure. Whilst you have recovered you have never properly healed and carry the wound to this day. Even if you have a device to compensate for this quirk, the device will not supersede the War Wound until the Quirk is bought off.

 Choose one of the following locations for your lingering injuries:

**Location of Injury Effect**

Leg Walk with a limp. Unable to move at more than a slow walk

Arm Prosthetic arm. Unable to use arm for carrying or holding items

Body One less Body Hit. Unable to buy Extremely Hardy Perk

Head Blind in one eye. Unable to use the Firearms skill