Victoriana LRP

Science

The Disciplines of Science

In Victoriana, the Science skill is divided into two subsections: Methodology and Scientific Field.

Scientific Field covers the type of Science you know. This defines the sort of inventions your character can produce. Methodology describes your approach to the fields you understand. A radical Life Scientist may see the world differently to an Orthodox Life Scientist, for example. When you book for a Victoriana Event with a character with Science skills, you will receive a brief explaining in more detail the sorts of Science your character specialises in.

For example: a character with Cosmic and Etheric Fields and Radical and Popular Methodologies will get a brief on Radical Etheric science, Popular Etheric science, Radical Cosmic science and Popular Cosmic science.

Scientific Methodologies

The type of methodology you use when performing an experiment will seriously affect its outcome. You may only use one type of method when experimenting and inventing.

**Popular:** Popular Science bases its approach in what is currently trendy and popular at court. It appeals to the layman and the dabbler, and puts the cosmos in simple terms, for even the dullest mind to comprehend. Experiments performed using popular Science are unlikely to cause any scandal, but are also the least likely to surprise any but the most uninformed. New discoveries are practically unknown to the popular scientist. It differs from the Orthodox approach as its less concerned with being entirely correct than it is with getting the core concepts of the field across.

**Orthodox:** OrthodoxScience is repeatable, well documented and well understood by those in the field. Orthodox scientists do discover new things, but are more likely to codify and repeat the discoveries of other scientists with a more flexible approach. It is the approach most commonly taught formally. It avoids controversy, and is mostly safe.

**Controversial:** Controversial Scientists are frequently those who prefer the raw truth over the convenient. Controversial Science rubs against the petty foibles of society in the pursuit of science for science's sake. It's also where the many politically motivated theories and ideas lie. Controversial theories aren't usually new ideas, nor or they any more dangerous than any other science, but out of necessity, tend to be more flexible. Controversial scientists are often treading old ground in new ways. Their papers tend to be complicated, and unpalatable.

**Radical:** Radical Theories are often scorned by lesser minds, and certainly avoided by those looking to be respected by society. Radical theories tend to be new, as little testing has been done of the theory. Much of the Science relies on ideas that are difficult to confirm, and the results can frequently be world changing. Highly flexible, with wildly variable results, the Radical Inventor walks in places where no other man has been before. Often for good reason.

**Highly Dangerous**: Highly Dangerous Scientists are those most likely to throw together conflicting ideas and elements in order to see what happens. Though they often get the quickest results, those results have tendency to be dangerously unpredictable. Scorned by other scientists as insane, this approach often yields unbelievable results, and horrible accidents. They also have a tendency to have the most interesting (if not accurate) theories.

Scientific Fields

Science covers the world and everything in it. In order to understand Science enough, one most focus on specific fields to achieve a greater understanding of these things. Note that in Victoriana, the scientific fields go by many names.

**Life and Nature**: Life and Nature Scientists may also call themselves naturalists, biologists, botanists, evolutionary investigators, and whole host of other things. This field covers everything that lives, be it the smallest single celled organism or the mighty whale, or even larger. Common uses for this field are: Discovering the origins of life, curing influenza, discovering how to regrow lost organs, understanding the wonders of nature.

**Energy and Power:** Energy and Power is the domain of those looking to understand the physical universe, and the energies that bind it. Physicists, practical scientists and the like explore this field. It covers theories of electrical energy, steam power, light and more exotic sources, though it does not cover Etheric energies (that's a separate field). This domain is used to design better Power-Sources, weapons, transportation and similar ideas.

**Elemental:** Elemental Science covers the building blocks of creation. Chemists, alchemists, metallurgists all study this field. Common uses include creating better metals and alloys, discovering the properties of new materials and creating elixirs.

**Cosmic**: Cosmic theory explores the laws of the cosmos. It's the study of space, the stars and the universe itself. Astronomers and Astrologers study cosmic theory, as do dreamers and anyone who wishes to understand more about the moon. Seekers along this path commonly produce the most accurate sensory material, such as telescopes. They are also those most likely to invent rocket-ships.

**Etheric:** Etheric Science is the science of Science itself. Ether is a wondrous Power-Source that draws its energy from all things. It is everywhere, and if there is one theory that binds them all, it will be found in the study of the Ether itself. Its practical uses include Etheric Power-Sources.

Science Skills

**Readings:** Given time and appropriate role-playing you are able to help understand what an effect is doing and why it is doing it. You are also able, with further time and appropriate role-playing, to develop some idea on what might cause such an effect. You field of sciences will affect the amount of information you obtain.

**Identifying:** While anybody can spot that an item may be of value, or worth, it takes a keen scientific eye to identify the purpose of a device. With time, and appropriate role-play, you can identify the effects that a device could have, and the type of power source a device should use.

Improved Science Skills

**Create Blueprints:** There are some scientists who claim that to write down your ideas stifles the creative process. These amateurs just don't understand that it is the only way to make grease monkeys understand the depth of your vision. You can draw up a blue print in the field (or in downtime). This blue print can be for a device that to date had only been a theory, or it could be an improvement for an existing device. This blue print can be used by Engineers to help them build your master-work invention in the field.

**Prototype:** The pure theory of science occasionally leads to late night lab sessions where breakthroughs require immediate action. Sometimes, it is just not possible to wait until the morning when the engineer arrives. You have such theoretical knowledge that you are able to build a rough and ready version of a device that you have conceptualized without the need for a mechanic. The chances of creating a device that works as you intend will be improved if you have drawn up a blue print, but you can build on the fly. Such a prototype is very unstable and will have a maximum of one use before something catastrophic happens.

Advanced Science Skills

**Advanced Blueprints:** Your blue print designs are unfathomable to anyone without your level of scientific knowledge. The only people capable of deciphering your blueprints are scientists who follow the same methodology as you, and who are also capable of drawing up improved blueprints. While this has its disadvantages, any engineer with access to an improved blueprint, and a scientist capable of interpreting that blueprint, has a significantly improved chance of successfully creating the intended device.

**Advanced Prototype:** Whilst some Scientists can create a basic prototype to test a theory, your prototypes are far more stable than the norm. As with standard Prototypes the chances of creating a device that works as you intend will be improved if you have drawn up a blue print, but you can build on the fly. Such a prototype is very unstable but should work at least once before disaster strikes.

Super Science Skills

**Eureka:** You have pushed the very boundaries of scientific research and despite being considered bizarre by those who were once your peers; you often have moments of clarity. To represent this, feel free to ask a Jeeves his opinion of any scientific conundrum you encounter.