Victoriana LRP

Downtimes

Victoriana uses a Lyrical Downtime System. This means the focus is strongly on adventure and plot, rather than gaining rules based advantages between games.

The Lyrical Downtime System is ideal for players who enjoy pre-game briefs detailing their adventures and off-screen exploits. Any tangible reward your character may gain in downtime will almost always add to the uptime game. This is not a downtime system for gathering and crafting, rather a system for furthering your character’s own story.

The Lyrical Downtime System operates under rather strict rules, in order to ensure that submissions are processed in a fair manner, and the process is in two parts.

Part One: Select Elements

In order to ensure we get the theme 'right' for your downtime, each player may pick up to 5\* elements from the list. You may pick fewer if you so choose.

*Academic, Adventurous, Aristocratic, Artisan, Bohemian, Chancy, Criminal, Combat, Common, Dangerous, Deadly, Destructive, High-Society, Investigative, Insanity, Love, Magical, Mystery, Religious, Ridiculous, Romantic, Royal, Risky, Science!, Sedate, Stoic, Scandal, Travel, Unlikely, Weird.*

Part Two: Detail your actions

The player writes how they would like their character to spend their time between events. Summaries of actions and reasons for doing so are the most effective way to do this. We regret that in interests of fairness, we must ignore any words that are written after the 100 word limit.

Part Three: Receive the results of your actions

We will write a brief summarising the consequences of your characters actions. These will be relatively short but (hopefully) fun-packed briefs, usually around 500 words