

Miss Schiffer's School for Young Ladies of Quality

A Role-Playing Game by Meguey Baker

Reverse Engineered from the character sheet by Eva Schiffer.

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Address

Welcome to Miss Schiffer's School for Young Ladies of Quality.

Refreshments (menu)

Bouillon.

Lamb-chops, Tomato Sauce.

Chicken Croquettes, French Peon.

Salad of Lettuce.

Neufchatel Cheese, Milk Wafers toasted.

Chocolate Bavarian cream, with a spoonful of Peach Marmalade on each plate.

Vanilla Ice-cream, Fancy Cakes.

Fruit.

A Young Lady of Quality

All characters are young women of quality, between the ages of 17 and 35

Choose a name from the list, or select one yourself.

Roll Call (names list)

Ladies' names

Mary

Anna

Grace

Elizabeth

Florence

Margaret

Josephine

Bessie

Minnie

Rose

Emily

Ida

Helen

Emma (Emmaline)

Martha

Henrietta

Bertha

Lucy

Alice

Jenny (Genevive)

Mabel

Augusta

Marie
Sarah
Clara

Men's names, mostly American, provided here for fathers, brothers, etc.

John
William
George
James
Charles
Joseph
Edward
Stanley
Frank
Harry
Robert
Howard
Thomas
Henry
Walter
Albert

Last Names

Johnson
Howson
Hart
Pennington
Eglin
Marconi
Braun
Pike
Metcalf
Blanchard
McCormick
Sobrero
Daimler
Wienke
Colvin
Rosati
Heeley
Crepin
Montgomery
Brandenberger
Audemars
Hertz
Meucci

Nationality

You may be American, British, French, German, Swiss, or Italian.

American girls get some benefit when attempting rash, bold, or dangerous things

British girls get some benefit in withstanding hardship or enduring duress

French girls get some benefit in dissembling and social exchanges

German girls get some benefit in physical exertion and weathering illness

Swiss girls get some benefit in making and using mechanical equipment

Italian girls get some benefit in languages and history

This benefit shall be one additional mark in the appropriate circumstances.

Marital Status

You may be single, engaged, or married.

Single girls must travel in company. This restricts their movement, but they may assist each other in their work.

Engaged girls may call on their fiancé and his resources to rescue them, but they may also be called back to marriage before their work is complete.

Married girls have the help of their husband, and any wealth he may have, but they are understood to publish under his name.

Scientific Specialty

Write down your particular focused area of study and research, chosen from the list of sciences below. This will be used to help determine your interests in the expeditions.

Mine would be Anthropology.

Obsession

Write down a thing that you, the player, know much about and find fascinating. For me, it would be mummies.

Graces

Roll 3 d8 and assign each die to one of the four Graces – Wealth, Social Standing, Sanity, and Brilliance. To the fourth, assign an 8. Check off marks equal to the number assigned.

Wealth – this is how you are able to fund your work, your basic resources in dress, housing, etc., and your family connections and holdings

Social Standing – this is your access to culture, your regard in the eyes of others, and your obligations as part of the social scene

Sanity – this is your reason, your level-headedness, your cool wit

Brilliance – this is your scientific spark, the drive to discover, the insight for experimentation

These will be starting resources, and change over play.

The Courses of Study

Miss Schiffer's School for Yong Ladies of Quality offers a full range of courses, including Philosophy, Ancient and Modern History, Grammar, Rhetoric, Arithmetic, Algebra, Moral Philosophy, Natural Theology, and Latin and Greek. Instruction in Fencing, Tennis, Calisthenics, Music and Art are also provided.

Along with these are the Sciences. Roll 5 d6 and assign them to five of the Sciences.

Anthropology – the Study of Mankind, in all his Forms and Ages
Biology – the Study of the Physical Body, in Cells, Tissues and Plant Matter
Chemistry – the Study of Chemicals and their Interactions
Electronogy – the Study of Electricity, Magnetism and Plasma
Geology – the Study of the Earth and all things pertaining to the Earth
Meteorology – the Study of Atmospheric Phenomena
Oceanography – the Study of the Seas and Oceans and all things pertaining to the Same
Paleontology – the Study of Dinosaurs, Fossils, and the History of Life
Psychology – the Study of Instinct, Impulses, Hypnosis, and Dreams
Physics – the Study of Forces, Optics, and Gravity
Zoetroscopy – the Study of Moving Pictures, Cameras, and Film
Zoology – the Study of Animals in all their Diversity of Form and Function

Accomplishments

Roll 4 d4 and assign one to each. Mark off eight plus the die roll on the spaces given. The Graces are always and variously applicable. Young ladies are expected to be inventive and flexible in bringing their Accomplishments to bear on whatever challenges they face. Examples are below.

Speak/Read Languages

I am being accused of cheating. I use my skill in Languages to defend my work extemporaneously, proving my knowledge.

I am accosted by a man of low intent. I use my skill in Languages to loudly call him every foul thing I can imagine, while kicking and scratching like a lioness.

I am racing through the jungle with a hostile tribe at our heels. I use my skill in Languages to signal an escape route in the brush ahead.

I am blown off-course and land far from the intended place, among suspicious people. I use my skill in Languages to extrapolate a useable, if perhaps imperfect, dialect.

I am seeking a cure for the malady that afflicts the native people of this mountain village.

I use my skill in Languages to write to a famous doctor, convincing him to assist me.

Recall History

I am offered a strange drink by a strange man in a strange place. I use my skill in History to identify the poison by scent, having read about it last semester.

I am awakened by the innkeeper, who demands payment or she will toss us out at once. I use my skill in History to call on the time-honored customs of the innkeeper's people, including forbearance of strangers.

I am being held prisoner by headhunters. My native guide has been dispatched before me. I use my skill in History to recall the chief's movements, and when he comes to me, I stab him in the ear with my hatpin.

I am being pressed by my parents to give up my silly sciences and marry Richard. I use my skill in History to remember the scandalous article last fall that attached to Richard's name, and my parents quickly drop their suit.

I am running through a ruined castle, with fierce dogs after me. I use my skill in History to recall the map of the ruins I studied before venturing out, and I make my escape.

Practice Social Grace

I am greeted by villagers, holding out a vile mess before them with eager smiles. I use my skill in Social Grace to eat without offending my hosts.

I am invited to spend the winter season attending the operas with my dowager aunt. I use my skill in Social Grace to impress her with the luminary speakers I will be able to attend this season, and gracefully decline her kind and generous offer.

I am challenged by brigands. I use my skill in Social Grace to adopt a fencing stance with authority and flair, and quickly disarm them.

I am being stalked by a dinosaur. I use my skill in Social Grace to wait for it to come close, and then to use my atomizer of perfume to blind and confound the beast.

I am deep in the wild West. My companion has been gored by a rampaging bull. I use Social Grace to fashion a bandage from my petticoat.

Dissemble

I am surprised while up a tree, the better to use my Aerial Communication Device. I use my skill in Dissemble to convince my mother I was bird watching.

I am attempting to enter an ancient temple, forbidden to outsiders. I use my skill in Dissemble to disguise myself as a member of the faithful.

I am tracking a large and dangerous beast. My native guides encourage me to shoot it, when I want only to study its habits. I use my skill in Dissemble, saying I am a poor shot, and would not risk enraging the creature.

I am on a moonlight stroll with my fiancé. He presses me to set a date. I use my skill in Dissemble to distract him away from such topics.

I am being shot at by border guards. I use my skill in Dissemble to feign injury, and when they approach to be sure, I use my umbrella to break their noses.

Now, notice the alternating blocks of spaces in the courses of study. Each block of four spaces constitutes a marking period – when your marks in any course cross into a new marking period, you may add one entry to your Land & Estates, your Mechanical Marvels, or your Personal Loyalties.

Any time after you have completed your second marking period, you may write “How you will show them all”, and keep this information to yourself. If you graduate, you may include this in your description of your future career.

The Rules of Play:

Decide which of you will be the first Guide. The Guide will play all characters that are not fellow students, and be responsible for describing any difficulties or other details of the expedition. The Guide’s character is assumed to be at the School during this expedition, and will later have a scene describing her experiences at home. Each of the players will be the Guide at least once, and players may suggest events, details, or dangers to the Guide.

Roll 1d6 on the world map. Where the die lands, the next expedition will take place. The number on the die is the number of dangers, challenges, etc, that must be met and overcome in order for the expedition to be successful. In a party of two or more, each lady in turn may face the dangers of the expedition, sharing the perils. Also, decide the Major Purpose of the expedition – simply name one of the Courses of Study.

When facing a difficulty, use your Accomplishments as applicable.

Roll 2d8, and roll under your Accomplishment to successfully overcome the challenge. If you roll under your Accomplishment, you may proceed to the next challenge. Add a mark to the relevant Course of Study. If you succeed in all challenges, the expedition is a success – add marks to the expedition’s major purpose (your originally intended Course of Study) equal to the number of pips on the d6. If any advance puts a Course into a new Marking Period, add one thing to your Lands and Estates, your Mechanical Marvels, or your Personal Loyalties.

If you roll over your Accomplishment, you suffer the danger and the expedition is lost. Erase marks from your Graces equal to the pips remaining on the d6 (the number of challenges you now never get to face). You may use your Lands and Estates, Mechanical Marvels, and Personal Loyalties to bring your Accomplishments up and avoid going over. You may not use any of them twice, however, and they do not add to your marks.

Among them, the ladies on a given expedition must use all Accomplishments before repeating. This example will show one lady meeting all challenges, but in actuality, they would be shared around among the ladies present. If the first lady uses Dissemble, the next may use only Languages, History, or Social Grace. If the second uses History, the third must use either Languages or Social Grace, etc.

Example: I must face 6 challenges on this expedition. I have landed with my guide in a remote and mountainous region, not far from my target. I am met by wary native folk. I use my skill in **Languages** to ascertain the basic language of their dialect, and manage to make myself understood. I am successful! I gain a mark in Anthropology. They bring me to their village, where I spend the night on a pallet of my belongings. In the morning, they are standing close around me, talking in angry tones. I **Practice Social Grace**, offering them tinned fruits, in hopes of making them more favorably disposed to me. I am successful! I gain a mark in Anthropology. They take me to their shaman, claiming I have a magic case that dispenses food. The shaman challenges me to pull even more food from my case. I **Dissemble**, saying I have food only at the mercy of my gods, who would be angry with me if I were careless with their mercy. I am successful! I gain a mark in Psychology. Later that night, I overhear the shaman has plans to kill us and steal my ‘magic case’. I **Recall History**, studying the hills and the river to locate this village on the maps in my belongings, and I sneak out, taking with me only the things my guide and I can carry. I am successful! I gain a mark in Geology. Two days later, we come to a worn rope bridge that is all that remains between us and our expected destination. I may now choose any of my Accomplishments to meet this challenge.

When you complete a Course of Study, you graduate. Let us know your bright and rising future as an Alumnae of Miss Schiffer's School.

When you have exhausted a Grace, you must leave Miss Schiffer's School.

If you exhaust Wealth, you have run through your family's money.

If you exhaust Social Standing, you have brought some indelible stain to your reputation.

If you exhaust Sanity, you lose the intellectual discipline needed to continue.

If you exhaust Brilliance, you are dismissed in academic disgrace.

Program of Scenes

Matriculation

Present your character in public. Share what compelled you to enroll in Miss Schiffer's School for Young Ladies of Quality. Any single ladies will be paired as traveling companions. If one of a pair is acting as the Guide, the remaining lady must join another pair.

Preparation

Before each expedition, make certain you know which ladies are going, and what they wish to achieve. Obviously, this scene happens after the die is rolled on the map. You may also wish to reveal any relationships with people that might be important, and how they take the news of this latest jaunt.

Arrival

When you arrive at the place of your expedition, the Guide will describe the manner of your reception and any events of interest.

Danger

These must flow naturally from the location and nature of the expedition. A blizzard in the Alps is fine; a blizzard in the Sahara, under nearly all circumstances, is not. We are ladies of science, please.

Interlude

After you have successfully faced peril, you may advance your purpose by describing any research or other action you undertake. Advance your mark in the relevant course of study and describe your findings.

Danger

Subsequent dangers are handled in the same manner as the first.

Departure

The Guide will again describe the conditions of your leave-taking and your return to the School. The Guide may bring danger into the arrival and departure.

The Guide's lady now has her scene, detailing what she undertook while the others were away.

R&R

After each expedition, you must take time to rest, relax, recuperate, and refresh yourself. Each lady will have a scene in which she is involved with one of the following, each with its own benefits.

-Research: risk Sanity to gain Brilliance

-Romance: risk Social Standing to gain Wealth

-Relationships: risk Brilliance to gain Social Standing

-Recreation: risk Wealth to gain Sanity

You may risk marks from your Graces to improve others that have suffered. Choose a Grace, and risk one, two or three marks. If you are successful, you add that number of marks to the indicated Grace. If you fail, erase that number of marks from the risked Grace. Use your Accomplishments as for Expeditions: for each mark risked, you face a challenge. Each challenge won gains you one mark. The first challenge lost loses you all remaining marks risked.

Example: I have suffered in my Social Standing, and wish to recover. I risk three marks from my Brilliance. My mother wishes me to take a month off from study to go boating in the country. I **Dissemble**. I am too ill for such gaiety; the quiet life at school will suit me. I am successful! I add one mark to my Social Standing. My mother then calls in a doctor to treat my illness. I **Speak Languages** with the Doctor, explaining my particular intestinal troubles, which will certainly not allow me to go boating, but will cause no trouble to quiet occupation, such as reading. I am successful! I add a second mark to my Social Standing. My mother, alarmed, suggests she stay and attend me. I **Practice Social Grace**, appealing to my mother's ambitions to social status. She should not miss a month in the country on account of me. I am not successful! I lose the last mark of Brilliance I risked, retaining the other two, and gaining only the two marks in Social Standing.

Codes of Decorum (clothes and etc)

A lady of quality is never without her hat and gloves. Also do not forget that most useful of humble items, the buttonhook.

Events of the Day (people, places, things of the era)

Bicycles are available to ladies. We do not generally encourage automobiles, as they are faster than needed, and unreliable, and so often rough upon both our constitution and our equipment. Trains are much the preferred mode of travel over distance.

Excursions (the map, etc)

http://en.wikipedia.org/wiki/Image:British_Empire_1897.jpg#file

Or use the map in your oldest available World Encyclopedia.