



Miss Austen!

RPG System



A Regency Romance RPG

RKLawrence

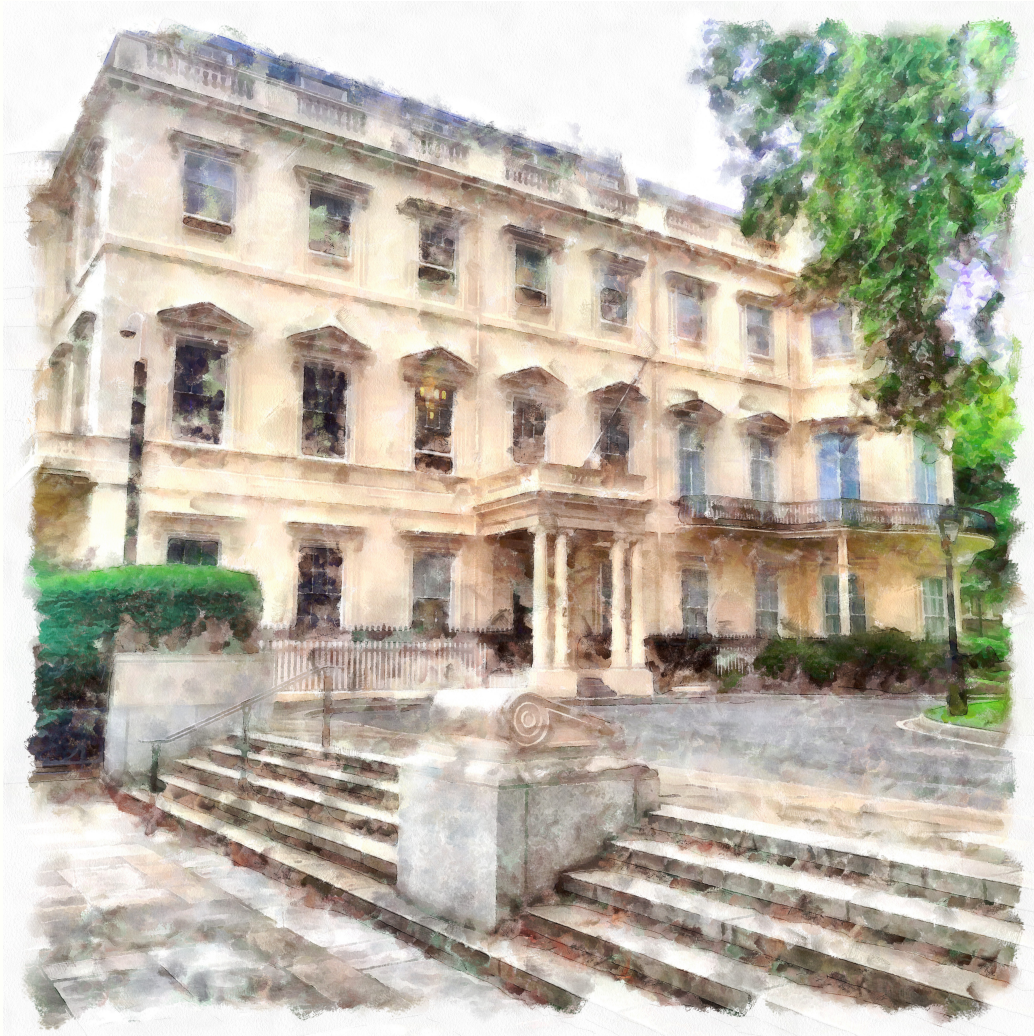
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Enid Lot

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1st edition.





Introduction


*"Marriage is indeed a manoeuvring business."
- Jane Austen*

Miss Austen! RPG (MARPG) system takes place in England during the Georgian and Regency periods. You play as eligible women navigating the social season, attempting to attach a suitable husband before your time runs out.

This is a rules-lite RPG system designed to model the regency romances of authors like Jane Austen and Georgette Heyer. It uses 1D20+1D6.

Whilst MARPG is set in the social mores of the period in which it is embedded, with all of the heteronormative patriarchal pressures of that time, feel free to adapt the rules to suit players who wish to explore non-heteronormative relationships, and non-traditional genders. We encourage enjoyment over historical realism. This is a game about parties and romance, and should therefore be fun above all else. The manual is written assuming a standard approach to this genre, but this should not be taken to imply any restrictions on the way you choose to play, or any sort of endorsement of the society it models.

Jargon

- GM: Games Master; a person who acts as an organiser, officiant regarding the rules, arbitrator, and moderator for the game. It is their responsibility to interpret the outcome of the rules into a coherent in-game reality.
- Debutante: A young woman making a debut into society, a character created and controlled by a player.
- Bachelor: An eligible unattached gentleman who may be of interest to the debutantes.
- Misconception: A prejudice about life and/or a person or type of person which a debutante holds before they enter society, which may serve as an obstacle to their happiness.
- Fate: The consequence of a debutante's failure to secure a fiancé.
- Wile: The propensity of the character to be successful at a given attempt.
- 1D20+1D6: Two dice, one of six sides and one of twenty sides, rolled and added together.
- Modifier: A number added to a dice roll.
- Step: Individual use of a specific skill.
- Action: A series of steps to achieve a goal taking approximately 15 minutes of in-game time.
- Oops-zone: A band of low numbers at the bottom of a dice roll, which result in an automatic failure of a check regardless of modifiers. (7 or lower).
- 



Coming Out

"One cannot have too large a party. A large party secures its own amusement."

- Jane Austen, Emma

To "come out" in the context of this period means the juncture at which a debutante is launched into society and seen as a "woman" with the intention to attach a suitable husband. The age that this happens will vary from family to family, and depend on the condition of her siblings. A debutante generally comes out between the ages of sixteen and eighteen. Usually, a family would have only one daughter out at a time, for practical reasons (and to reduce the competition for eligible men between family members) – although there can be some exceptions. There are several factors that are necessary for a family to have a daughter come out, two key ones being financial resources and societal connections. The family will need to purchase costly dresses, tickets to balls, dances and other social events where necessary. Meaning that multiple sisters coming out at once might be reserved for wealthy families. Debutantes will come out during a "season" – a series of social events that takes place from autumn to the end of spring. These will often include a ball in the debutante's honour and all with the aim of getting engaged. Failure to do so could end in disaster for the debutante.

Character Creation

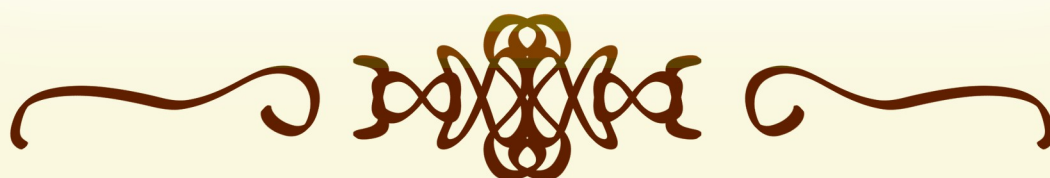
In this section we'll explain how to create a debutante for you to play. You will choose a *misconception*, a *fate*, *wiles* and your debutante's *family background*.

Misconception

"Seldom, very seldom, does complete truth belong to any human disclosure; seldom can it happen that something is not a little disguised or a little mistaken . . ."

- Jane Austen, Emma

Each debutante must have a "misconception". This is a prejudice about life and/or a person or type of person which they held before they come out. Many debutantes can have preconceived notions about the way the world works before they have had much experience and these prejudices stand to be an impediment to their future happiness if they are unable to overcome them.



For example:

- All rich people are honourable and the poor are unprincipled
- Love can be engineered by circumstance
- Wealthy men are only interested in taking advantage of those beneath their station
- A person's public reputation is representative of reality
- I am an excellent judge of people's character and intentions
- Parents always know what's in our best interest

Principles that use words like “all”, “always”, “never”, “none”, and “only” make good misconceptions.

Choose something that you would be interested in exploring throughout the game.

It would make matters easier for your GM if these misconceptions aren't contradictory across your party. For example if one player has the misconception that “wealthy men are only interested in taking advantage of those beneath their station” and another has “Wealthy men are never interested in taking advantage of those beneath their station” it can become quite difficult to reconcile. It is fine to share a common misconception with another debutante if that's what you want to do, but a unique one of your own may be more interesting. If possible talk to the other players, and your GM to make sure that you have something suitable.

Fate

It can be the most important time in a debutante's life, because who she manages to secure as a husband will effect all the qualities of her future. Failure to attract a husband within appropriate age limits may have all sorts of disastrous outcomes.

Choosing your debutante's fate is where you set your game's stakes.

For example:

- Becoming a governess – losing status and becoming help for a wealthy family but not considered part of the staff's support structure.
- Having to enter the poorhouse – facing the stigma and shame of being unable to support yourself and being treated like a prisoner under punishment for poverty.
- Becoming a spinster – facing the ridicule and disgrace to your reputation for being unable to attract a partner.
- Facing the embarrassment of going into a second season unattached if young enough.
- Heartbreak and loneliness.



Family Background

This is where you fill in the other background details of your debutante. Who are her family, what are her relationships with them, their expectations placed upon her, their wealth and status? You can be broad with the definition of “family”.

You can also include details such as how she spent her days before she came out. Does she have any specific interests, passions or things of that nature?

Wiles

Players have a choice concerning whether to use a pre-made character “class” (character framework or template), or use “point buy” (using a total point number you are allowed to distribute as you choose) to create their characters.

To that end we will explain the wiles, then the character classes.

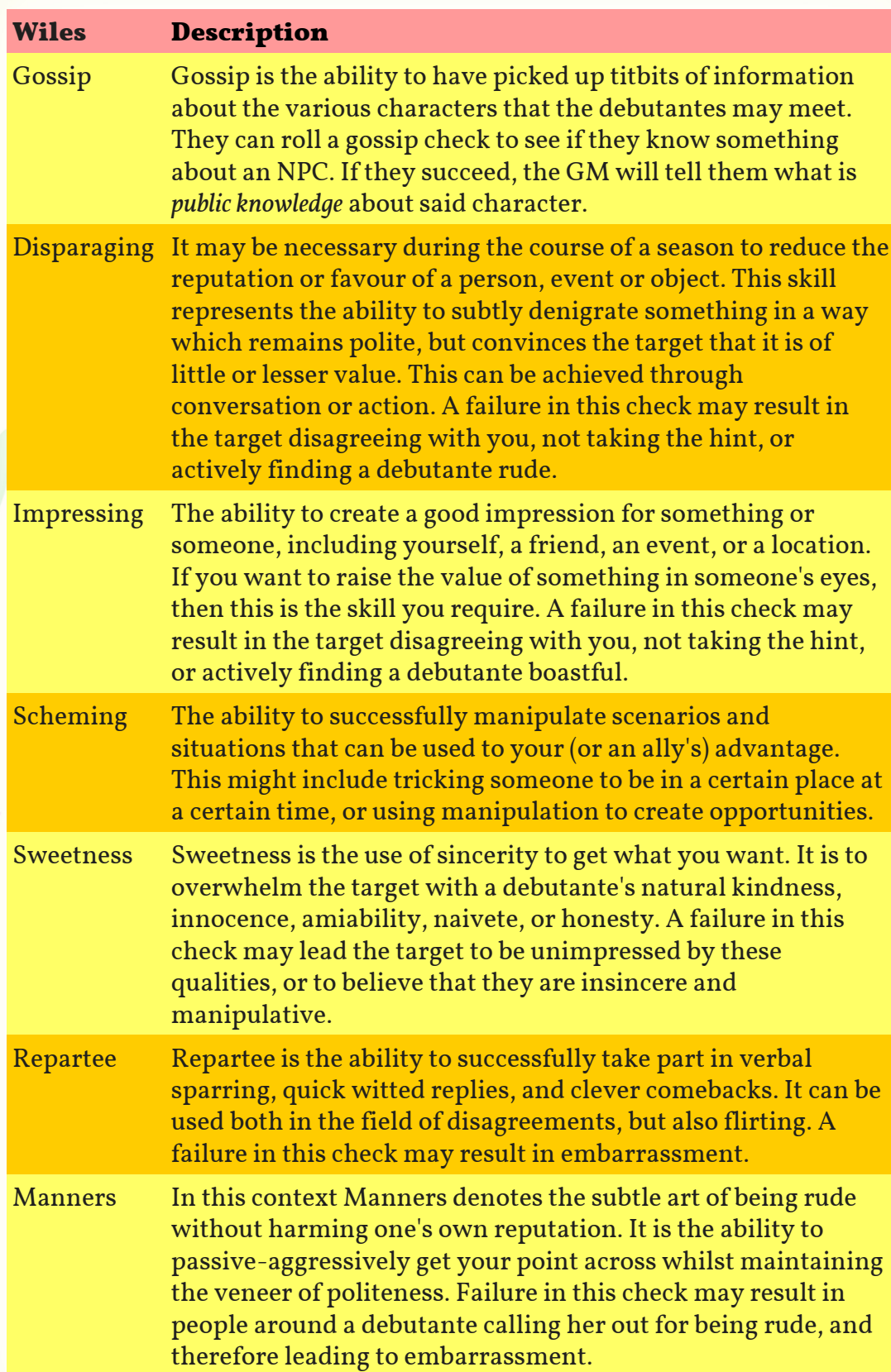
Wiles represent the propensity of the character to be successful at a given attempt. They represent confidence, experience, competency and aptitude to use their qualities effectively to their advantage. They can also be considered possible solutions which might be applied to problems.

Debutantes have a list of seven wiles (listed below) each with a number attached to them from zero up. The higher the number, the more able to succeed at a step (more on steps and actions later).

The list of wiles are as follows:

- Gossip
- Disparaging
- Impressing
- Scheming
- Sweetness
- Repartee
- Manners





Wiles	Description
Gossip	Gossip is the ability to have picked up titbits of information about the various characters that the debutantes may meet. They can roll a gossip check to see if they know something about an NPC. If they succeed, the GM will tell them what is <i>public knowledge</i> about said character.
Disparaging	It may be necessary during the course of a season to reduce the reputation or favour of a person, event or object. This skill represents the ability to subtly denigrate something in a way which remains polite, but convinces the target that it is of little or lesser value. This can be achieved through conversation or action. A failure in this check may result in the target disagreeing with you, not taking the hint, or actively finding a debutante rude.
Impressing	The ability to create a good impression for something or someone, including yourself, a friend, an event, or a location. If you want to raise the value of something in someone's eyes, then this is the skill you require. A failure in this check may result in the target disagreeing with you, not taking the hint, or actively finding a debutante boastful.
Scheming	The ability to successfully manipulate scenarios and situations that can be used to your (or an ally's) advantage. This might include tricking someone to be in a certain place at a certain time, or using manipulation to create opportunities.
Sweetness	Sweetness is the use of sincerity to get what you want. It is to overwhelm the target with a debutante's natural kindness, innocence, amiability, naivete, or honesty. A failure in this check may lead the target to be unimpressed by these qualities, or to believe that they are insincere and manipulative.
Repartee	Repartee is the ability to successfully take part in verbal sparring, quick witted replies, and clever comebacks. It can be used both in the field of disagreements, but also flirting. A failure in this check may result in embarrassment.
Manners	In this context Manners denotes the subtle art of being rude without harming one's own reputation. It is the ability to passive-aggressively get your point across whilst maintaining the veneer of politeness. Failure in this check may result in people around a debutante calling her out for being rude, and therefore leading to embarrassment.

Accomplishments

Certain activities such as knowing how to dance the latest dances, playing piano, singing, painting landscapes, shooting, horse-riding etc. which ladies should know are assumed abilities of the debutantes and are not represented by the wiles. If a debutante is hoping to impress a particular target with these talents, then an impressing check may have to be made, otherwise, it will be assumed that these activities are successful.



Character Classes:

What follows is a list of off-the-peg character classes.

Name	Description	Wiles	
Flibbertigibbet	A Flibbertigibbet is a young lady who loves to participate in casual or unconstrained conversation about other people, especially scandalous information. She is skilled in finding out all the hidden details about everyone around her.	Gossip:	12
		Disparaging:	9
		Impressing:	9
		Scheming:	10
		Sweetness:	8
		Repartee:	9
		Manners:	6
Ingénue	An Ingénue is a girl or young woman with a lack of experience (perhaps even wisdom, or judgement) who inspires affection in those around her through her innocence, sincerity and virtue.	Gossip:	9
		Disparaging:	8
		Impressing:	9
		Scheming:	6
		Sweetness:	12
		Repartee:	9
Lady	A Lady is a well-bred, decorous woman or girl. She always demonstrates the politeness and good manners associated especially with people of high social class, in keeping with good taste and propriety.	Manners:	10
		Gossip:	6
		Disparaging:	9
		Impressing:	9
		Scheming:	8
		Sweetness:	9
		Repartee:	10
Machiavellian	A Machiavellian possesses skill in achieving their ends by deceit, evasion, or underhanded plans. She has few moral principles and the ends justify the means.	Manners:	12
		Gossip:	9
		Disparaging:	10
		Impressing:	9
		Scheming:	12
		Sweetness:	6
		Repartee:	9
Optimist	Optimists know that good things will come to them eventually, and that destiny is on their side. This passion for life and adventure may be infectious to those around them.	Manners:	8
		Gossip:	9
		Disparaging:	6
		Impressing:	12
		Scheming:	8
		Sweetness:	10
		Repartee:	9
Pessimist	Pessimists may often make negative comments, be judgemental and rarely have anything nice to say. This sense of gloom can often be infectious to those around them.	Manners:	9
		Gossip:	9
		Disparaging:	12
		Impressing:	6
		Scheming:	10
		Sweetness:	8
		Repartee:	9
Wit	Wits have a natural aptitude for using words and ideas in a quick and inventive way to create humour. They are talented conversationalists, and gifted users of flirtatious dialogue.	Manners:	9
		Gossip:	8
		Disparaging:	9
		Impressing:	10
		Scheming:	9
		Sweetness:	9
		Repartee:	12

Should none of these classes appeal, it is possible to construct your own by taking 63 points and allocating them to the wiles as you choose. When choosing how many points to allocate to each skill, consider the personality of your debutante, and what sort of actions they are likely to take. Feel free to take one of the classes as a basis and alter the numbers to suit your own creation.

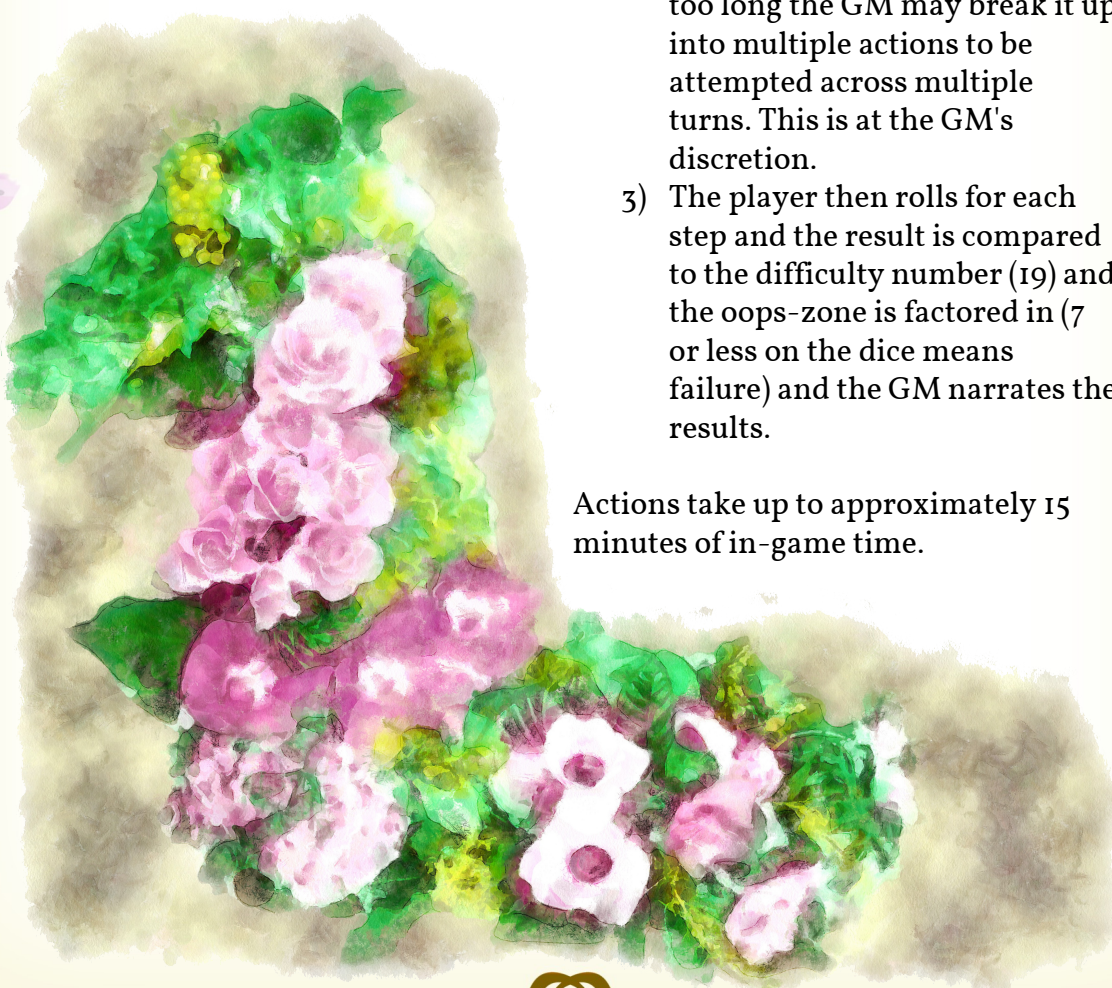


Playing The Game

The fundamental resolution mechanic for this system is rolling 1D20+1D6, adding the result to the appropriate wile, and comparing that to the success number (19). A number higher than the difficulty number results in a success (19+), and the same or lower (18-) results in "failing" (more on this later).

There is also an "Oops-zone" on the dice: a dice result of 7 or less results in an automatic fail regardless of which wile (or modifier) was used.

If there is no appropriate wile for a step, the player just rolls 1D20+1D6 with a modifier of 7.



Actions And Steps

Actions are a series of steps that a debutante may take to achieve a particular task. Steps are the individual steps that make up that action. Players can take one action per turn. On a player's turn the following things will happen in order:

- 1) The player will describe the action they wish to take on this turn. An ordinary action or a comfort action (more on the comfort action in the section titled "embarrassment")
- 2) The GM will break up the action into appropriate steps, each assigned to a skill. For example: the GM could break up that action into a series of skill checks; if the proposed action is too long the GM may break it up into multiple actions to be attempted across multiple turns. This is at the GM's discretion.
- 3) The player then rolls for each step and the result is compared to the difficulty number (19) and the oops-zone is factored in (7 or less on the dice means failure) and the GM narrates the results.

Actions take up to approximately 15 minutes of in-game time.

Turn Order

Debutantes and NPCs (non-player characters) take it in turns to perform actions. Turn order is determined by the seating at the table plus a dice roll. At the start of combat, the GM rolls 1D6 and counts along the players, starting with the player to their left and counting in a clockwise order. The player at the end of the count goes first, then play continues in a clockwise direction. The NPCs go when it's the GM's turn.

If you are playing remotely, the GM can draw a quick "virtual table" and use that to choose turn order.

Joint Actions

Sometimes, if players are working as a team, they may choose to do joint actions. This works in much the same way as ordinary actions. The players explain what action they wish to take and the GM divides up the action into individual steps for each player involved in the joint action to roll individually. Joint actions take place during the turn of the participant who has the last turn in the round. Other participating players sacrifice their individual turns for that round.

Failure.

Losing a roll does not necessarily mean failing at the given step. It means that they could either fail or succeed at the step but the end result is worse than a success, i.e. increases complications or adds additional tasks or troubles which will need to be resolved.



Embarrassment

At certain points in the game, usually at the failure of a check, a debutante runs the risk of becoming embarrassed. Under these circumstances, the player must roll an embarrassment check, 1D20+1D6 with a fixed modifier of 8. A failure in this check (getting a total of 18 or lower) will result in them becoming embarrassed.

The GM may request that a player take an embarrassment check at any point at which the debutante may face awkwardness, humiliation or shame. They will leave the ball or event "for some air" and wait outside. An embarrassed debutante cannot perform any steps. They can be recovered in one of two ways:

- 1) They can be revived by another player if that player uses their turn to perform a comfort action.
- 2) All debutantes are automatically recovered at the end of an event.

If all debutantes are embarrassed, then the event is over.

Difficulty

For different levels of difficulty, the way in which a player performs a certain check may be varied by the GM.

Difficulty	Description	Process
Easy	A simple action achieved without great effort, or presenting few difficulties.	No dice, auto succeed
Standard	This should be the difficulty for the vast majority of rolls.	1D20+1D6 +appropriate wile.
Difficult	An attempt with significant interference, circumstances which make success less likely or approaches which demonstrate a lack of common sense or judgement.	1D20 +appropriate wile.
Extreme	An attempt with nearly insurmountable interference, circumstances which make chances of success very slight, or approaches which demonstrate absurd or foolish behaviour.	1D20-1D6 +appropriate wile.

Bachelors

*"It is a truth universally acknowledged, that a single man in possession of a good fortune, must be in want of a wife."
- Jane Austen, Pride & Prejudice*

The main aim of MARPG is to become attached to a suitor. Fortunately for the debutantes, there are likely to be a fresh group of eligible gentlemen looking for wives. Unfortunately though, the social conventions of the time mean that they cannot be direct and ask themselves, they must use all their feminine wiles to gain a bachelor's attention and interest.

Scenes

There are three kinds of scene in MARPG: events, meetings, and letters.

Events

Events are the main scenes in MARPG. These are the most important occasions in which debutantes get to meet and explore the world and characters. Events are divided up into 5 types: music or literary evenings and parties, day outings in a carriage, theatre trips, assemblies, and balls.



Assemblies:	Assemblies are regular dances that require tickets for entry. These are the backbone of social events. This is an ideal place to be introduced to people for the first time. Dances are the best way to have a one-to-one conversation with a bachelor.
Music/literary evenings and parties:	Music/literary evenings or parties are held at private houses so it is necessary to know the host(ess) to be invited, or be staying with a friend who is willing to extend their invitation to include you. This is a good place to be seen and show off talents to make an impression. It is also a more informal setting where private conversation could be possible.
Balls:	Balls are special, larger affairs, held in people's houses. They are by invitation only (not ticketed). They can be held in someone's honour. They can also provide good opportunities to be introduced to people for the first time. Missing a key ball can be social suicide. Dances are the best way to have a one-to-one conversation with a bachelor.
Theatre trips:	A trip to the theatre is often more about being seen rather than to view the play. It is a perfect opportunity to exercise gossip, in that many different NPCs will most likely be clearly visible from the box where the debutantes sit. This can provide invaluable opportunities for gathering information about the current social scene and its characters.
Day outings in a carriage:	Day outings involve a much more select group of people, usually up to three carriages, to locations such as large parks, estates or other landmarks in the countryside. This is a good way to strengthen an already positive impression with a bachelor of interest, who has already returned some attention.

Meetings

Between events, each player can attempt to arrange a meeting with a character of their choice with one exception – they cannot meet alone with an unattached bachelor as that would be improper. These meetings can be invaluable in building allegiances, gathering information, setting up schemes to attract bachelors, setting up their own events, and also to gain vital invitations to events.

You may choose to invite someone to:

- Join you on a shopping trip
- Join you on a walk in the park
- Go horse-riding
- Come for afternoon tea

Letters

Letter-writing was the texting of the day. One way to communicate with bachelors on an individual level is to send them a letter. Letters can also be sent to other characters at any point in the game, in order to achieve any effect the sender may choose, with a limit of one wile-check per letter.

Post can be sent with servants, who can wait for a return message, so it's possible to receive answers very quickly.

Engagement

"It would be difficult to say which had seen highest perfection in the other, or which had been the happiest: she, in receiving his declarations and proposals, or he in having them accepted."

- Jane Austen, Persuasion.

Once a debutante has become engaged, it is time for them to turn matchmaker for their fellow debutantes, and help to secure them an attachment.

<i>Name:</i>		<i>Misconception:</i>	<i>Fate:</i>
<i>Wiles:</i>			
Gossip			
Disparaging			
Impressing			
Scheming			
Sweetness			
Repartee			
Manners		<i>Family Background:</i>	



GM Advice

The following section is specifically for the GM. Players are discouraged from reading it to avoid spoilers in their games.

In this section we will provide some general advice for GMs on how to build a season and manage the running of the game. Most of this advice is entirely optional. If you have a good creative way you want to run the game, or a particular story to tell, feel free to override it or cherry-pick what you want from it.

Building An Atmosphere

It is a good idea to build the correct atmosphere when starting a game of MARPG. We would advise laying out period-appropriate snacks and drinks, and putting on a classical piano playlist – feel free to be creative with it.

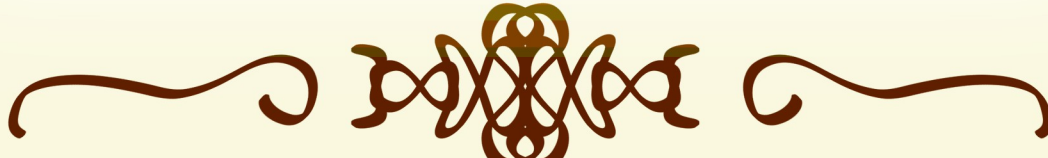
World Building

It is up to the GM to construct the world in which the debutantes have to navigate their way towards marriage. There is a specific way in which we recommend doing this task which will make interesting options for your players, and make the task easier for the GM.

Each debutante has a misconception (a prejudice about life and/or a person or type of person). The players should have chosen one and written it on their character sheets. The GM can mine these to build the world.

There are two layers to this world: the way things appear, and the truth. Debutantes approaching this world will initially have their misconceptions corroborated by their experiences, but that misconception will slowly fall apart as they gain more experience. The way to engineer this outcome is to structure the world in such a way that on the level of immediate appearances things seem to corroborate her misconception, but the underlying truth contradicts it.

For example, if a debutante has the misconception that “all rich people are honourable and the poor are unprincipled”, she will initially meet a seemingly honourable wealthy character, and a seemingly unprincipled poor character. However, they may find out over time that the wealthy character is in fact hiding a dark secret (They may have had a secret illegitimate child with a staff member of whom they took advantage). Moreover they may discover that the poor person is secretly highly principled (they may have been offered an inheritance on the condition they compromised their morals, and yet they refused). These characters need families that suit them, locations in which they live, and relationships that their qualities imply. This creates a series of characters, situations, and locations for each debutante to interact with.



The GM can do this for each debutante individually, then take a look at the characters, locations and situations, and see which of those things can be combined. For example, perhaps the immoral wealthy person from one player's misconception, could be the same wealthy person from another debutante's misconception. Perhaps two characters are in the same family. Perhaps each mansion setting is the same mansion. If players mention specific characters or locations in their family background or fate, these too can be combined and incorporated into the world.

This will create a complex web of relationships and secrets which the players can have fun navigating and exploring.

In doing so, the GM needs to ensure that there is a decent number of eligible bachelors – at least the party number plus 2. It is good if these bachelors are tied into the debutante's misconceptions, representing principles that the misconceptions imply.

At the start of the game things will appear a certain way, but the truths can be revealed as the game reaches its conclusion.

Fates can also be used as character builders, as they can be used to create “warning characters”, failed debutantes who succumbed to the fates that the debutantes fear. These unfortunates can also be combined where possible, and incorporated into the web of the game world.

Next, you can also examine your world to determine which character and families have the resources to host events. This can give you a list of events for your game's season.

Creating Bachelors

When creating bachelors, there are four main qualities that you should consider:

- 1) Station
- 2) Holdings
- 3) Aspect
- 4) Manner

“Station” meaning the bachelor's location in the social hierarchy of the period.

“Holdings” meaning the bachelor's wealth level (it is possible that a bachelor may be from a titled family which has landed on hard times, or a bachelor could be nouveau riche, meaning that station and holdings are not necessarily interdependent).

“Aspect” relating to a bachelor's physical appearance.

“Manner” denoting a bachelor's personality.



The following are some random generators which you can use to fill in the gaps of any bachelor you have an idea for, use to generate bachelors out of whole cloth, or ignore the dice rolls and use as menus to pick these qualities.

iD6 Station

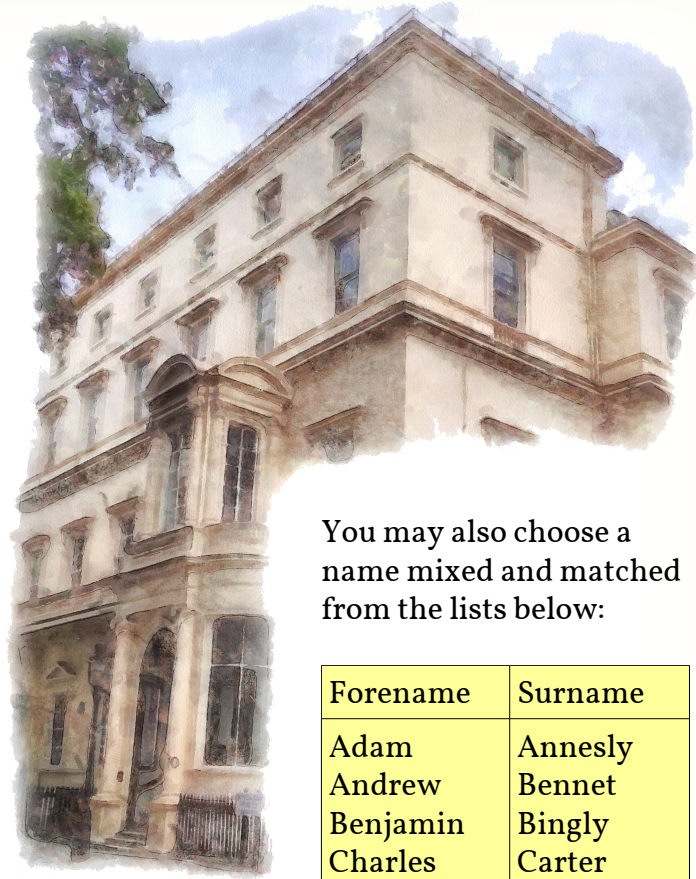
1	Mister
2	Captain
3	Baronet (Sir)
4	Earl (Lord)
5	Marquis (Lord)
6	Duke (Lord)

iD6 Holdings

1	Destitute
2	Poor
3	Comfortable
4	Well-to-do
5	Affluent
6	Rich

iD6 Aspect

1	Strong Featured
2	Plain
3	Attractive
4	Fine figured
5	Handsome
6	Irresistible



You may also choose a name mixed and matched from the lists below:

Forename	Surname
Adam	Annesly
Andrew	Bennet
Benjamin	Bingly
Charles	Carter
Christopher	Collins
Daniel	Darcy
Edmund	Dawson
Edward	DeBurgh
Fitzwilliam	Elton
Francis	Forster
Frank	Gardener
George	Goulding
Henry	Grantly
James	Haggerston
John	Harrington
Lewis	Hurst
Matthew	Lucas
Nathaniel	Morris
Phillip	Phillips
Robert	Reynolds
Samuel	Weston
Thomas	Wickham
William	Younge

iD6 Manner

1	Grumpy
2	Brooding
3	Shy
4	Confident
5	Outgoing
6	Rakish

You should also make a note of the bachelor's backstory which should emerge from the world building you have already done.

Impressions and Proposals

In order to track how any given bachelor is feeling towards any of the debutantes, you should prepare an impression grid, which should look something like this:

	Bachelor #1	Bachelor #2	Bachelor #3	Bachelor #4	Bachelor #5
Debutante #1	HH I	IIII	HH III	HH I	HH II
Debutante #2	HH III	III	HH I	HH I	HH IIII
Debutante #3	HH		IIII	III	HH II
Debutante #4	HH HH	III	HH III	HH III	

Every time you judge that a debutante will have made an impression on a bachelor, you roll 1D6 to determine how much of an impression. This figure is added to the current tally. Anything can make an impression on a bachelor, from entering a room and him finding them attractive, to them deliberately using an impression roll towards him. If an activity is suitably impressive, it might also make an impression on bachelors it wasn't intended to.

When a bachelor's impression level gets to fifteen, he will propose to that debutante at the next available opportunity.

If a bachelor has reached a level fifteen with more than one debutante simultaneously, the proposal will be made to the debutante who has received the least male attention, followed by the one the GM judges to be a better match, followed by a dice roll to determine it. If the first proposal is refused, (depending on the character of the bachelor) he may continue down the line proposing to other debutantes.

If a debutante has failed to get any bachelor to fifteen impression levels before the end of the game, the unattached bachelor with whom she has the highest impression level at that point will propose to give her a chance of becoming attached before the game ends.

If a debutante has refused proposals in the hope of getting one from a particular bachelor she failed to get to fifteen levels, and that bachelor is still unattached before the end of the game, that bachelor will propose.

If a debutante makes a negative impression on a bachelor, this will not effect the impression level as love is blind, and once he is bewitched, he will be willing to overlook any flaws. The only way to drop these levels is if a successful disparage roll is targeting them. For example, if a debutante is wanting to reduce the level of interest a bachelor has in her she may wish to disparage herself by behaving in an improper manner in front of him. Under these circumstances, the GM may roll 1D6 and reduce the impression level by this number (impression level cannot drop below zero).

The level fifteen target is predicated on the assumption that a group will probably consist of four players plus a GM. If the players vary you may choose to adjust this level to keep the game around the same length. We'd recommend a level of 20 for three players or less, level 12 for five players, level 10 for six players, level 9 for seven players, and level 8 for eight or more players.

Proposals

"If I loved you less, I might be able to talk about it more."

- Jane Austen, Emma

As a rule of thumb, proposals should have this kind of structure:

- 1) How the debutante makes him feel.
- 2) A reference to the practical aspects, family reputation, social rank etc.
- 3) A confession of love.
- 4) The proposal itself.

For example:

"Rebecca, I must tell you that when you are not within my sight I can think no thought clearly but to have you near once again. And whilst I know my family is not of high station, nor do I have the prospects with which such expressions would be appropriate or worthy, I beg that you are able to overlook such things. Because I am deeply, madly and without reservation in love with you, and so I ask that you consider doing me the great honour of excepting my proposal of marriage."





Obstacles

When attempting to secure a fiancée, many things can go wrong and there are a number of pitfalls that characters may have to deal with. It is up to the GM to provide a number of these obstacles to keep the game challenging, interesting and entertaining. Here are a few examples of the sort of pitfalls which the debutantes may face:

- A mysterious bachelor may express interest in them, but the debutante may not have any information in terms of what family background, status, or wealth the enigmatic character may have.
- The debutante may be interested in a bachelor whose family doesn't approve of her and consequently will not agree to the match.
- A debutante may have to get out of a prior engagement in order to attend an important event.
- A desirable bachelor may be unmoved to attend events.
- A debutante may not know where the best events are being held or by whom and may therefore run the risk of missing vital opportunities.
- A debutante may not be able to communicate with a bachelor without distractions in order to make an impression.
- An attractive bachelor may be invited to another event to which the debutante has not been invited.
- There may be a significant disparity between the debutante's holdings and station, and that of the bachelor she is attempting to attract.
- A well-meaning but interminably dull suitor may propose to a debutante.
- A rival NPC debutante may be attempting to attract the interest of the bachelor in whom the debutante is interested.
- The debutante may be unnoticed by the bachelor in which she is interested.
- A disagreeable person may attempt to embarrass or belittle a debutante for their own amusement.
- For whatever reason, a debutante may have developed a reputation as a conniving schemer, only interested in a bachelor's wealth and title.
- A debutante may have unwelcome interest from an undesirable bachelor, leading other bachelors to pass her over believing she is already spoken for.
- A witty bachelor may test a debutante's capability with a few flirtatious jabs.
- A rival NPC debutante may publicly criticise and disparage a debutante in order to gain advantage.
- A benign but extremely irritating person may follow a debutante around an event scaring away the bachelors.
- The bachelor may have a specific area of interest about which the debutante knows nothing.
- A bachelor may be unimpressed with accomplishments and standing.
- A debutante may not be invited to an important event.

Ending

Once the season is over, you may wish to let your players narrate endings for their debutantes.

You may ask them prompting questions, such as:

- Where will you hold the wedding?
- Will there be a colour scheme or theme to this wedding?
- What time of year will the wedding be?
- Will your debutante live happily ever after with their new husband?

Campaign

After a season is ended, it is possible that some debutantes will remain unattached, and will want to play on for another season. If that is the case, and the other players agree, the players who have attached debutantes can create new characters, and the game can continue into another season. You can arrange the fresh season with some new characters and some old returning characters. Bachelors can have (previously unmentioned) brothers and cousins with similar qualities.

