

CHARACTER ARCHETYPE SUGGESTIONS

Within Weekend at Terminus Manor, you can play any sort of character that you feel fits the genre and setting. Weekend at Terminus Manor is set in an alternate Victorian Era, where knowledge and civility have swept the world. To assist you in finding ideas for character creation, here are some simple archetypes that would be considered common within the campaign.

Professor- You are an academic in pursuit of lifelong learning. A professor might have a major of study such as scientific engineering, and a minor fascination with history or gardening. You have heard of the cultural classes offered at Terminus Manor and are seeking to find new experiences and make important connections.

Artist/ Poet/ Musician- Terminus Manor is a cultural hub of activity and artistic appreciation. Here you can find patrons and social connections to advance your career and make your name within the wider world. You might be seeking creative inspiration from the Manor and its visitors.

Pinkerton Detective- Maybe you are a rookie looking to make a name for yourself, or an experienced detective with the Agency. Either way, you've heard there are some suspicious things happening at the Manor. Your boss wants you to find a place to relax, take it easy and have some time off, but you can't stop thinking like a detective with a problem to solve, and here at the Manor you can do both.

Scientist/Doctor- A pragmatist, the whole notion of the "paranormal" grates against the fabric of what you believe. Logic and provable scientific methods can be used to explain or debunk any of these odd stories that circulate about Terminus Manor and you're just the person to do it.

Psychic- The Manor House has a reputation, discussed in hushed whispers, of manifesting psychic occurrences and possible hauntings. You want to see this for yourself, and communicate with the spirits of Terminus Manor.

The Skeptic- The Manor House has a reputation of manifesting psychic occurrences and possible hauntings that the scientific community scoffs at. It's nonsense and trickery, and you'll prove it. You may not be a trained Scientist, but by George you know that anything that you can't see, can't be real.

Magically Touched- Since you were a child, you've known there was this force, invisible to most, which you could tap into. Moving small objects, creating flickering lights from nowhere; these are second nature to you. While you understand the magical force that surrounds everything, you don't understand the fear and hatred that you've experienced from the few people who have witnessed what you can do. Even in this new Age of Enlightenment, humanity isn't quite ready to accept where these powers can take you. So you keep them hidden, using them only when absolutely necessary.