

## Fighting and Magic Skills

### Fighting Skills:

The Standard XP cost progression is 2,3,5,8,13,13,13 etc...

**Pistol** (*standard XP cost*)-The Player owns and is familiar with pistols. At the basic level, the player can operate the pistol safely; at higher levels they are considered skilled marksmen. Each level of Pistol skill is potentially a point of damage. Whenever a Pistol is fired, and it is a public area, the person firing the Pistol must point their physical representation of a Pistol at their target and say “Bang” in a fairly loud voice. If on a module type setting the verbal “Bang” may be omitted at the Marshal’s discretion. A Pistol may be used at point blank (hand to hand) range at a temporary reduction of two skill level points while in that range. The Pistol skill offers Ranged (weapon including Ray Gun) damage mitigation. *Gun physical representations can be things like nerf guns, and other types of toy guns. Real guns of any type are prohibited, even non-functioning guns. No projectile of any type should ever be fired from a pistol physical representation. You must have your Pistol physical representation in hand when using the skill. The Player is considered as having as much ammunition as necessary for any contest.*

**Knife** (*double standard XP cost*)-The Player owns and is familiar with fighting and throwing Knives. At the basic level, they can defend themselves without injuring themselves, at higher levels they are skilled combatants. Each level of Knife skill is potentially one point of damage in either Ranged or Hand to Hand. This skill is also used to mitigate any damage in the Hand to Hand range and Ranged (weapon including Ray Gun) damage. *Knife physical representations can be any sort of toy, foam or even boffer type knives. Real knives, for the purposes of this skill, are prohibited as we do not want live blades involved in confrontations. Pocket knives and the like are allowed to be carried in general, but cannot be used as physical representations. You must have your Knife physical representation in hand when using the skill. The Player is considered as having as many throwing knives as necessary for any contest.*

**Hand to Hand** (*standard XP cost*)-The Player has training in some form of weaponless combat. At the basic level, they can more easily defeat an untrained opponent, at higher levels they are a force to be reckoned with in a melee contest. Each level of Hand to Hand is potentially one point of damage. This skill is also used to mitigate any damage in the Hand to Hand range. *There is no physical representation required for this skill other than having both hands empty and able to be used. There is a two skill level temporary penalty for every hand that is not empty.*

**Dodge** (*standard XP cost*)-The Player is trained at avoiding damage. Each level of Dodge is potentially one point of normal damage mitigation against any source. *This does not work against most forms of Magical Damage.*

**Gain through Pain** (*free passive ability for Fighting skills including Ray Gun*)-The Player gains additional damage if they are injured in a fight. So long as they are injured, the injury amount from a particular enemy becomes an additive to their damage score against that particular enemy.

*For example: Jamie has been fighting a thief in the wine cellar and the thief has done two points of damage against Jamie. Jamie can now add two points to their weapon damage against the thief. If another opponent would appear, this extra damage is only usable versus the opponent who injured them, so Jamie gets no bonus versus the new opponent. If the new opponent injures Jamie, Jamie now has Gain through Pain bonuses against them.*

**Even the Odds** (5 XP per level)-This ability gives a onetime per combat boost to all Fighting skills (including Ray Gun) done by the Player. Each level bought represents the amount of combat boost that is given. This ability can only be used once during any combat but can be used on any round the Player chooses.

### **Magic Skills:**

Magic is effective at all times (depending upon any requirements given for a specific skill) and generally cannot be countered or defended against. There may be specific situations where a Marshal may determine a Magic's effect to be other than usual. Generally Magic is fairly powerful.

Magic is considered to be impossible by the vast majority of people. However, there are some born with the ability to do things beyond the possible. This information is usually kept secret, as it is not known how some people will react to confronting real magic. Some might consider it a gift; most people will consider it a curse of the dark powers. *Those who practice magic should be very careful at all times when using it. The world at large would consider these abilities as highly frightening and their practitioners to be feared.*

**Magical Nature** This allows the Player to purchase Magic skills. 10 XP

**Bag of Tricks** (7XP): A collection of minor magical abilities that the Player can use. *Only one ability can be used at a time:*

**Candle's Flame**-The Player can produce a flame the size of a small candle's light within the palm of their hand. The Player must have a working light no larger than a votive candle to produce this skill. The light must be diffuse and not focused, such as a tea-light vs. a flashlight. It must be held in the Player's hand to be used. This is a "cold" flame and will not ignite materials, it simply produces light. *Light source cannot be actual flame.*

**Gust of wind**-The Player can produce a small gust of wind strong enough to extinguish a candle or an unprotected lantern. This would also cause a few pages in an open book to flip. *A Marshal must be present to use this ability.*

**Floating Feather**-The Player can levitate and slowly move any small object about the size and weight of a large feather that is within eyesight. Examples might be a coin, pen, key etc.....*A Marshal must be present to use this ability.*

***Other abilities that a Player suggests in the Bag of Tricks may be allowed at the Marshal's discretion***

**Healer's Hands** The Player can call upon mystical forces to heal damage. Initially will heal one Health Point every five rounds. Base cost 5 XP. For each additional 5 XP, the base delay time of five rounds will be reduced by one round to a minimum of one round. Or the Player can spend 5 XP to increase by one the base healing amount as many times as they wish. Both the delay reduction and the healing boost can be purchased for 5 XP per improvement. Players with this skill will know intuitively how much healing the target requires to reach 1 Health Point. *The Player's hands must be placed approximately one foot from the injured character's chest/abdomen (without touching). This spell causes the Player's hands to glow slightly, when using this spell you must state "My Hands Glow, Healing (X) (X=amount of healing done)" at a conversational level. Purchase of multiple healing points per round allows for multiple targets to be healed by splitting the healing points to the maximum purchased per round. All healing must be done during Player's portion of Initiative (More on Initiative in the Combat section). Player must have free use of at least one hand.*

**Dark Dagger** The Player has learned how to channel the mystical forces to cause damage to their enemies. Base cost 5 XP. Initially causes one point of damage every five rounds. For every additional 5 XP you may reduce the delay time by one round to a minimum of one round. The Player may also spend 5 XP to increase the base damage by one for every 5 XP spent. Both the delay reduction and the damage boost can be purchased for 5 XP per item. *The Player's hands are momentarily covered in darkness when casting this spell. At least one of the Player's empty hands needs to be pointed at their target and the Player must state at a conversational level "My Hands turn to Shadow X Magic (X=amount of damage delivered)". Player may split their damage up to their maximum per round. All damage is done during the Player's portion of Initiative (More on Initiative in the Combat section). Player must have free use of one arm and respective hand to use this ability. Hand must be empty.*

**Deliver "X" Effect** The Player has the ability to magically deliver one of the following Effects: Evoke (state), Pin, Bind, Sleep, Paralysis, and Counter (X). This is considered an attack and follows the rules of Initiative. Can only be bought to a maximum of 3 levels. The effect will generally last 1 (target's) action per Player's skill level of that Effect. Some effects last differently and will be noted in their description. Player must concentrate for the full duration of the Effect and can take no other actions. Taking damage or being negatively affected will cause concentration to end. Pin and Bind follow the Standard XP cost. Evoke (state), Sleep, and Paralysis cost double the Standard XP cost. Counter (X) costs 7 XP per use, may only be purchased twice, but each purchase represents one use during a Combat.

Once any particular effect has been used in a combat, the Player may no longer call upon that effect type for that combat. However, if the Player has purchased several types of effects, they may use another one as soon as their next attack. For example:

*Lynn has the ability to Deliver both Pin and Bind. Lynn is engaged in a combat and causes an opponent to be under a Pin. However, Lynn is then damaged and Pin ends and cannot be used during the remainder of that combat. But since Lynn can also Deliver Bind; at Lynn's next Initiative they may do so at that time, if they wish.*

## **Rituals**

Rituals can be found in a variety of items. The magic that creates a Ritual will manifest itself in an object, which can then be studied to learn the Ritual. Once a ritual is learned, the person who learned it carries it with them in their mind. A Ritual can come from things like books, pens, candles, stones, and the like. Rituals have also been found in other more ordinary objects like tableware, hair brushes, and kitchen utensils. In most cases, once the first person has chosen to learn a found Ritual, the Ritual will disappear from the object and not be available to anyone else to learn.

Anyone can choose to learn a Ritual found in an object. However, in order to cast the Ritual, the person must have both Magical Nature and spend the appropriate amount of XP required for the Ritual in question, and know any lower ranks of the Ritual in question. Until those three requirements are met, the Ritual will seem like a remembered dream to that person. In their mind, but vague and unclear. Therefore, it is recommended, that if you do not intend to learn Magical Nature, you may wish to avoid learning Rituals when they present themselves.

To cast a Ritual the Caster must find their own individual casting method. It can be chanting, arm waving, singing or any number of symbolic gestures. The Caster taps into their own Magical Nature to release the power of the Ritual.

Unless otherwise noted, all Rituals take five minutes to cast. During these five minutes, the Caster must roleplay some type of symbolic occurrence. What that may be is up to the Caster, the only requirement is that an outside observer must be able to see that something notable is occurring. Ritualists may choose to cast for longer than five minutes.

There are many Rituals in the world of Terminus Manor. There are rumored to be Rituals so powerful that they can return life to the dead.

Unless otherwise noted in the Ritual, Rituals cannot be "taught" to another Player.

Rituals generally come in three versions: Minor, Standard, and Major. Unless otherwise noted, Ritual XP costs are 1 XP for Minor, 3 XP for Standard, and 5 XP for Major Rituals. You must know and be able to use a lower rank version of a Ritual before you can use a higher rank of a Ritual.

All Ritual effects will expire at the end of the Event, if they were not already used up during the Event itself. Unless otherwise noted, Rituals only target other Players, and cannot be cast upon Oneself.

## Starting Rituals:

**Improved Health** This Ritual provides extra Health which is lost before a person's actual Health is lost. Once this extra Health is lost, it cannot be healed back in any fashion. This extra Health does not stack with itself, but will stack with other types of Improved Health.

Minor provides One extra Health, Standard provides Two extra Health and Major provides Three extra Health.

**Reduce Physical Damage** This Ritual provides a barrier, or shield, which will reduce Physical damage that a Player might receive. The person who has this ritual cast upon them decides when the reduction occurs, so long as they are conscious. The reduction will not occur if the Player with the Ritual cast on them is unconscious. This only works against guns, knives and fisticuffs. Once this reduction has been used up, it is gone. This damage reduction does not stack with itself, but will stack with other sources of Reduce Physical Damage.

Minor provides One point of damage reduction, Standard provides Two points of damage reduction and Major provides Three points of damage reduction.

**Bestow Knowledge** This Ritual will allow the Caster to transfer skills to another Player. The Knowledge being Bestowed must be known to the Caster (on the Caster's character sheet). The level of the Ritual will indicate how powerful of a skill can be transferred. The Knowledge being transferred can only be accessed for one encounter, and once used is gone from the recipient's memory. Players can only have one Ritual based Bestow Knowledge upon them at one time, but can have Bestow Knowledge from other sources as well.

Minor Bestows up to five XP worth of skills, Standard Bestows up to ten XP worth of skills and Major Bestows up to eighteen XP worth of skills.

**Bestow Dodge** This Ritual will allow the Caster to grant the recipient the Dodge skill for one Encounter, and once used is gone. This Dodge is a one-point Dodge to anyone who doesn't already have the Dodge skill. This skill does not stack with itself, but will stack with any other sources of Dodge. *Casters may target themselves with this Ritual.* Recipient decides when to use this Dodge(s).

Minor Bestows one Dodge for one encounter, Standard Bestows two Dodges for one encounter and Major Bestows three Dodges for one encounter.

These are the Rituals that a Player may choose from when first learning Rituals. There are other Rituals to be found and learned in the world of Terminus Manor, as well as Rituals that our fellow Storytellers may develop on their own.