

## Scientific and Psychic Skills

### Understanding Paranormal Occurrences:

There are two distinct types of Paranormal Activity that a Player may encounter in the Terminus Manor.

**Spectral or Spirit manifestations**-These types of occurrences can be thought of as Psychic echoes. It is a manifestation that occurs randomly and is contained within the physical world of the Players. Oftentimes these manifestations will appear as normal people; however they will almost never have a physical presence.

*Think of a large tank of water. At some point the water is disturbed and causes a wave to ripple across. That ripple will strike the side of the tank and possibly reflect and return, especially if energy is added to the system. While the original cause of the wave may or may not have been a psychic event, the echoes are self-contained in the physical world. **These types of occurrences will not register as a Psychic Event when detecting Psychic Energy.***

**Psychic Events or Psychic manifestations**-These are events that originate from **outside** the physical world of the Players. If we use the water tank example again, this would be like a stone thrown into the tank. The point where the stone strikes the surface of the water is the Psychic Event. The resulting waves may or may not result in, or give energy to, Spectral/Spirit manifestations. And of course, Psychic Events will (almost) always register when detecting Psychic Energy. So when observing Paranormal Events, successful Psychic Detection of these Events will firstly (usually) indicate whether it's a Spectral/Spirit manifestation or a true Psychic Event.

If a Player has the ability to detect Paranormal Activity and the Marshal is also an NPC currently In Play, then the NPC will give the Player a response with a specific hand sign. If the response is a positive detection, then the NPC/Marshal will give a thumb's up. If it is a negative response, then they will give a thumb's down. If there is something unusual and is affecting the ability to detect, then the response will be an open hand, palm down.

## **Scientific Skills:**

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

While not an historically accurate world, the Science of The Terminus Manor best equates to that of the late 1800's early 1900's. Tesla, Freud, post-industrial revolution, steampunk all represents the Science of Terminus Manor. All skills that require a device of some type are considered to be owned and usually created by the Character. In order to use the skill the Player must have a physical representation of that device. Modern devices, such as cellphones, are not allowed unless they have been disguised in some manner. Older electronic devices are allowed, such as pocket transistor radios and the like. Any device used must look as if it is from the mid 1900's or earlier. Use of scientific devices to detect various emanations or Psychic Abilities to interact with the paranormal realm will only reveal information in the presence of a Marshal. Using a device, then seeking a Marshal, will only result in a determination of "inconclusive response due to static interference".

**Scientific Aptitude and Study** (5 XP) This represents the Player's skill and study of Science and is a prerequisite to learning any other Scientific skill.

**Detect Paranormal Activity (Scientific)** The Player uses a Psychic Energy Detector (or P.E.D.) to detect traces of Psychic Energy left after a paranormal occurrence or to examine an area for paranormal emanations. *Standard XP cost.* In most cases, a P.E.D. can detect Psychic Energy radiation up to 48 hours after a paranormal occurrence. However, if a location itself is paranormal, it should detect at all times. A P.E.D. can usually determine whether there was a localized occurrence or if the area itself is emanating Psychic Energy.

Depending on the level of skill, additional information, such as the strength of the Psychic Energy, unusual properties etc... can be learned. Some Paranormal Activity can only be detected by the most skilled researchers. *In some instances Player's skill level will be compared against a value for that occurrence to determine if the Player is successful. Player must have a physical representation of a P.E.D. in hand to be able to use the skill or wearing some type of optical device. Hand held P.E.D.s and optical P.E.D.s will give the same amount of information. Hand held P.E.D.s must be at least the size of a standard smartphone. Optical P.E.Ds must be more than simply standard glasses. Goggles, additional optics attached to glasses are examples of optical devices.*

*P.E.D. 's also allow for the following:*

**Paranormal Communication (Scientific)** *pre-req Detect Paranormal Activity (Scientific).* This is a free passive skill. Some paranormal occurrences have a vocal component. The Player has a P.E.D. that has been modified to act as a vocal "translator" that receives and transmits speech from the Player to a Paranormal entity beyond any sound already presented during the occurrence.

Depending on the Player's level of Detect Paranormal Activity (Scientific) the resulting sounds may be very garbled and nearly unintelligible or relatively clear. The Player must have a physical representation of a P.E.D in hand to be able to use the skill or wearing some type of optical device, both of which are assumed to have been modified with a receiver/transmitter and speakers. Hand held P.E.Ds and optical P.E.Ds will give the same amount of information.

**Detect Psychic Residue (Scientific)** *pre-req Detect Paranormal Activity (Scientific). This is a free passive skill.* This skill allows the detection of the minute traces of psychic energy left on an object when they completely travel through the Psychic Barrier and not in the normal way in which objects interact with the Barrier. Must attach a simple-to-activate light on their P.E.D. for this skill to function.

**Healing (Scientific)** Using the latest in modern technology and science, the Player has created a medical device which can deliver a special wound healing compound. This healing compound works at an accelerated rate and the more dedicated scientist can create devices that deliver stronger wound healing compounds more frequently. Initial cost is 10 XP for up to three Health Points of healing every five rounds. These points are directed to only one target maximum. The Player may then spend 10 XP to reduce the speed of use by one round. Multiple purchases can reduce the frequency to a minimum of once per round. *Player must have in their hand a physical representation of a scientific device which is used to heal. It cannot be part of one of their other devices and must be its own, separate device. The Player must be within touching range of the injured person's torso. Pointing their device at the Player to be healed they will make an electronic device sound and then say "Healing X (X=amount of healing done). Player's Healing device will display to the user the amount of Healing that is required to return the target to 1 Health Point.*

**"Ray" Gun (Standard XP cost)** While producing more of a bolt of energy than an actual ray, the term "Ray Gun" has caught the imagination of the general public and so it has stuck. A Ray Gun does potentially one point of damage for every level of ability. A Ray Gun is considered a ranged weapon but can be used at point blank range with a temporary reduction of one skill level of ability. When using a Ray Gun the Player must point the physical representation at the target, and if in a public place, must say "Zap" at a conversational level of sound. On a module situation the Marshal may omit the verbal "Zap" at their discretion. Ray Gun grants damage mitigation versus Ranged (weapon) damage and other Ray Guns. A Ray Gun causes one point of damage to its User at point blank range. Additionally, Ray Gun benefits from Gain through Pain (see Fighting Skills) except it does not increase damage against the User. Some types of creatures take extra damage from a Ray Gun's blast. *Player must have a physical representation of a Ray Gun. It must look like something different than a regular pistol. No physical representation can fire a projectile, however toy pistols that cause a small amount of sparks, light up or make "sci-fi" sounds are not only acceptable but encouraged. If the physical representation makes a noise, it will take the place of the verbal "Zap". The Ray Gun does not run out of energy during an encounter.*

**The Personal Shield (Scientific)** (3 XP per point shielded) (*Also known as the Montgomery Shield, the Addington Shield or the Hatcher Shield*) This device creates an energy barrier that will absorb damage for its wearer. **Will not work against Magic.** The Shield will recharge 6 hrs. after its last use. Must wear a steampunk looking device for this ability to work.

### **Psychic Abilities:**

**Psychic Potential** (10 XP) This indicates the Player's psychic/mental gifts and is a prerequisite to learning any other Psychic skills.

**Detect Paranormal Activity (Psychic)** (*Standard XP cost*)-Either born or trained; the Character has the ability to sense and identify traces of Psychic Energy left after a paranormal occurrence or to examine an area for paranormal emanations. In most cases, a Psychic can detect Psychic Energy radiation up to 48 hours after a paranormal occurrence. However, if a location itself is paranormal, it should detect at all times. A Psychic can usually determine whether there was a localized occurrence or if the area itself is emanating Psychic Energy. *In some instances Player's skill level will be compared against a value for that occurrence to determine if the Player is successful. A Psychic must indicate in some fashion that they are concentrating on detecting Paranormal Activity. Eyes closed, fingers held to the temple and the like will indicate that the Player is actively concentrating on this ability. Player must also state "My eyes glow" in a conversational tone. This must be done in the presence of a Marshal. Concentrating on an area/event, then seeking out a Marshal, will result in a determination of "something is disrupting your mental focus".*

*Detect Paranormal Activity (Psychic) also allows the following:*

**Paranormal Communication (Psychic)** *pre-req Detect Paranormal Activity (Psychic).* *This is a free passive skill.* Most paranormal occurrences have a vocal component. The Player's Psychic ability allows the Player to possibly communicate with a Paranormal entity beyond any sound already presented during the occurrence. Depending on the Player's level of Detect Paranormal Activity (Psychic) the resulting sounds may be very garbled and nearly unintelligible or relatively clear.

**Detect Psychic Residue (Psychic)** *pre-req Detect Paranormal Activity (Psychic).* *This is a free passive skill.* This skill allows the detection of the minute traces of psychic energy left on an object when they completely travel through the Psychic Barrier and not in the normal way in which objects interact with the Barrier. The sensation is like a static burst in the mind and Players should Roleplay this disturbance. It is a mild irritant and not painful.

**Healing (Psychic)** The Player can call upon psychic 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. Player will know intuitively how much Healing is required to return the target to 1 Health Point. *The Players hands must be placed approximately one foot from the injured character's chest/abdomen (without touching). This ability causes the Player's hands to glow slightly, when using this ability you must state "My Eyes 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).*

**Precognition-**This ability grants the opportunity for the Player to glimpse into the future. Cost 5 XP. This skill will operate almost entirely at the discretion of the Story team. You may be given fragments of visions, confused images, or odd feelings at various times during an Event. Or possibly not. A Player with Precognition can, in a situation that has many possible dangerous or confusing outcomes, attempt to force a Vision by asking a Marshal one question. This is not to be done frivolously, Story Tellers who attempt to exert themselves too often to see the future will most certainly suffer ill effects.