

# TERMINUS MANOR CHARACTER SHEET

PLAYER NAME:

CHARACTER NAME:

HEALTH: 5

EMAIL:

MAILING ADDRESS (optional):

GENERAL XP	TOTAL:	SPENT:	FREE:
DIRECTED XP	TOTAL:	SPENT:	FREE:

SKILL (xp cost)

SKILL LEVEL

## GENERAL SKILLS:

INITIATIVE (2,3,5,8,13,13..., 1 <sup>ST</sup> LEVEL FREE)	1
EXTRA HEALTH POINTS (2,3,5,8,13,13...)	
ESCAPE FATE (7xp/LEVEL, 1 <sup>ST</sup> LEVEL FREE)	1
MEDICAL TRAINING (5,10,15)	
POLICE/DETECTIVE TRAINING(2,3,5,8,13,13...)	

## COMBAT SKILLS:

PISTOL (2,3,5,8,13,13...)  
KNIFE (4,6,10,16,26,26...)  
HAND TO HAND(2,3,5,8,13,13...)  
DODGE (2,3,5,8,13,13...)  
EVEN THE ODDS (5xp/LEVEL)  
GAIN THROUGH PAIN (FREE WITH ANY COMBAT SKILL AND/OR RAY GUN SKILL)

## MAGIC SKILLS:

(EFFECT/DURATION)SKILL LEVEL

MAGICAL NATURE (10 xp)  
BAG OF TRICKS (7xp)  
HEALER'S HANDS (5xp/LEVEL)  
DARK DAGGER (5xp/LEVEL)

**DELIVER "X" EFFECT:**

- PIN (2,3,5-MAX 3 LEVELS)**
- BIND (2,3,5-MAX 3 LEVELS)**
- EVOKE (STATE) (4,6,10-MAX 3 LEVELS)**
- SLEEP (4,6,10-MAX 3 LEVELS)**
- PARALYSIS (4,6,10-MAX 3 LEVELS)**
- COUNTER "X" (7xp/LEVEL-MAX 2 LEVELS)**

**RITUALS (1,3,5xp):**

**RITUAL NAME**

**RITUAL LEVEL**

**SKILL (xp cost)**

**(EFFECT/DURATION)SKILL LEVEL**

**SCIENTIFIC SKILLS:**

- SCIENTIFIC APTITUDE AND STUDY (5xp)**
- DETECT PSYCHIC ACTIVITY(10xp)**
- PARANORMAL COMMUNICATION (FREE WITH DETECT PSYCHIC ACTIVITY)**
- HEALING (10xp/LEVEL)**
- "RAY" GUN (2,3,5,8,13,13...)**

**PSYCHIC ABILITIES:**

- PSYCHIC POTENTIAL (10xp)**
- DETECT PSYCHIC ACTIVITY (10xp)**
- PARANORMAL COMMUNICATION (FREE WITH DETECT PSYCHIC ACTIVITY)**
- HEALING (5xp/LEVEL)**
- PRECOGNITION (5xp)**

**DIRECTED XP BREAK DOWN:**