

Creating a Character and Character Development

Beginning XP:

All new characters begin with 36 General XP points. The Player is free to spend them in any way they wish. There are no classes or unusual races in Weekend at Terminus Manor. There are also no organizations or clans to determine what skills a Player has access to. The only limitations on what skills a Player may have are determined by the amount of XP points they have to spend. There are two types of XP points, General and Directed. General indicates a general pool of XP points, Directed is a type of XP point that can only be used for a specific skill or skill set. This will be explained further in the Treasure section.

4 XP are granted after every Event to all Players in attendance. 1 XP is granted to any Player unable to attend an Event.

Character Background:

While the background of your character is important to developing your character, and we wish to learn about this background from you, we do not solicit nor accept character backgrounds in written form. There are several reasons for this:

First, it is impossible to devote equal attention and energy to every Player's background. Because we can't give the same attention to every Player's background, the fairest thing to do is to not accept any backgrounds.

Second, we want to hear about your background from you, as a Fellow Storyteller, not from a written page. We want to learn about your character as you interact with the world. We feel that learning about your character first hand will give us a better understanding of your character than something that may be written down.

Third, your background is unlimited. We want you to develop your character in whatever fashion you desire. All things are possible and allowed. Just keep in mind, that the Owners and Staff of Terminus Manor treats all of their guests the same; whether they claim to be a Russian Tsar, a wealthy industrialist or an average working person. All Guests are treated with respect and dignity. While the Owners and Staff of Terminus Manor will accept any claim a Guest wishes to make, they will neither confirm nor deny the validity of that claim. Every Guest is accepted at face value and at their word.

Play whatever type of character you think will be fun and entertaining. We seek to put no limits on your character's possibilities. Our Goal is to provide an entertaining and interesting world for whatever kind of character you are interested in playing.

Passive Skills System:

In addition to build purchased skills, we also have the Passive Skills system. There will be times when an item or situation might require a skill to interact with, but this skill is not build purchased or defined by the rules. We will ask you to honestly decide whether or not your character might have that skill as fitting with their roleplay and history. At any time when you encounter a Passive Skills challenge, in order to use that passive skill we expect you to Roleplay an explanation to the room- to your Fellow Storytellers and the marshal. This should be phrased as an In Game explanation. If your explanation and roleplay is suitable, you will get the thumbs up from the marshal to interact with that object or situation. If there is no marshal the only requirement is to roleplay before interaction.

For example: You find a book on anatomy with a card that says "requires skill: anatomy". Your character is a professor on vacation, and has taught several classes on basic anatomy and biology for students working towards their doctorate. Stepping towards the tome, you turn to the party and explain this aspect of your character. The marshal of the encounter will give you the thumbs up to continue that interaction. At this point you can pick up the book and read through it, which may or may not give you a clue about the goals of the module.

Because we don't want to have Players spend XP on skills that may only randomly or sporadically be useful, we are going to leave it up to the Players through Passive Skills and the Honor System to decide whether or not their character would have that skill. This only pertains to situations like above, where a card specifically makes that type of statement and not all skills in general.

Religion and Spiritualism:

As Weekend at Terminus Manor is set in a world very similar to our own, we allow anyone to include religious or spiritual elements into their character of actual real world relevance. However, there are certain conditions:

First, any portrayal of a religion must not be a caricature of that religion or a comedic stereotype of that religion. Here's the difference, if you want to play a catholic priest who's here to perhaps study the paranormal, that's great. If you're playing the drunken Irish priest who's just a cut up, and an object of comedy and ridicule, that's not.

Second, items of spiritualism are not to be used in the main, public areas of Terminus Manor. These include items like Ouija boards and tarot cards. You are welcome to use these items in the privacy of your own rooms, but the Owners of Terminus Manor do not want to be seen as verifying or promoting the supposed paranormal activity of their home, which they feel items like these do. That's not to say that if your character is spiritual or psychic that you might not "see" or read visions in the ordinary day to day things. The prohibition is about items specifically designed to interact with the paranormal world, not in things that might randomly occur.

Formulation System:

We know that one of the biggest potential resources in Weekend at Terminus Manor is you, our Fellow Storytellers. While we have provided a framework and structure to the game world, and will continue to add new content, we also want the Players to feel as if they can have a very direct impact. One of the ways we will do this is through the Formulation System.

The Formulation System is the name we have given to the system that will allow Players to develop new skills to be introduced into the game. Formulation works like this:

For every Event attended, the Player receives two Formulation Points. These points do not expire and will accumulate until used. Formulation points cannot be simply transferred to another Player but two Players may collaborate. The Player who is contributing to another Player's skill may contribute no more than the originating Player's amount of Formulation Points being expended.

If a Player has an idea for a new skill, they should seek out an NPC appropriate to that type of skill and discuss the idea for this new skill. A Player may approach several NPCs over the course of an Event for different skill ideas, but only one Formulation request will be approved per Event.

A new skill must be built on a foundation of a skill currently known by the Player and the two skills must be related in some fashion.

After the Event the Player submits the one new skill they wish to try to create with their Formulation points, as well as the name of the NPC/Staff Member they discussed this with IP.

If all the criteria have been met, the Player will be sent a description of the potential new skill, and the number of Formulation Points required to create it, as well as the XP cost of the new skill. If the request is not approved, or the Player does not want to pursue this skill as developed, the Player may make one additional request, given all the previous criteria has been met.

A new skill created by a Player will always have a bonus that is just for that Player. It could be reduced XP cost or a greater effectiveness for that Player as opposed to other Players who may learn it.

Once learned and purchased, the Player creating a new skill will have exclusive use of it for the next Event they attend. After that, the skill will be made available for general player use.

Any of our Fellow Storytellers who creates a new skill, and wishes to do so, will be given the opportunity to present their new skill in a scheduled lecture during the course of the Event they have exclusive use of the skill. This is in no way a requirement, simply an opportunity for roleplay should the Player be interested in doing so.

The Formulation System is designed to let the Player have a direct impact upon the game. It is not required for a Player to participate, merely an option open to them.

All Players will be able to fully Respend their character after their first two Events played. After that, any respending of their XP will need to be done through the Respending System.

The Respending System:

In order to add more flexibility and Player options to Weekend at Terminus Manor, we have developed the Respending System, or simply a Respend. This will allow players the opportunity to change skills between every Event. It will also allow Players an easy way to drop skills that aren't to their liking and purchase new skills without the danger of being locked into those skills and XP points to feel wasted. The Respending System works like this:

After every Event, a Player may respend up to, but no more than, one quarter of their total General XP (rounded up). Skills must be "sold" back to unlock free XP; this is not simply a reworking to a pool of free XP.

The Player may purchase new skills with the newly available XP points or let it remain as free XP points.

There is a cost to using the Respending System. One tenth of the newly available XP points (rounded off) are lost in the process. For example:

The Player has 36 General XP and wishes to Respend. They choose to respend the maximum of 9 General XP, minus 1 General XP (one tenth of 9 being .9, rounded off to 1) which results in a total of 8 General XP made available. If a Player decides to Respend no more than 4 General XP points, there is no loss in General XP points. The difference of one General XP point can impact the XP point cost, so consider this when Respending.

Respending is made available by visiting Dr. Mnemonics Center for Cerebral Studies between Events. Dr. Mnemonic has developed a technique for removing and implanting knowledge. Unfortunately it isn't a perfect system, which results in the slight loss of XP points.

The Economy of Terminus Manor:

In Weekend at Terminus Manor, there is no currency. Or more specifically, there is no exchange of currency. The Owners of Terminus Manor find it somewhat crass for their Guests to be conducting commerce within their home and have made it a general policy to please refrain from exchanging currency. Additionally, all Characters are considered to have sufficient funds to have covered the costs of staying at Terminus Manor. As there are no further payments required of the Characters during their stay, currency is not needed during the course of the weekend.

However, they have no issue with barter and this is the primary economy of Weekend at Terminus Manor. Players are welcome to strike whatever deals they wish amongst themselves regarding whatever skills and services they have available.

Treasure (Loot):

While there is no currency in Terminus Manor, we hope to provide sufficient amounts of other items which Players can trade amongst themselves. Chief of these will be Directed XP point items.

Directed XP points are different from General XP points. General XP points are awarded after every Event and can be used for all skills. Directed XP points are just that, directed at one particular or particular type, of skill(s). For example:

Chris and several Players go on an Adventure. During the course of which, an old dusty tome is found. Upon opening it, they find it is filled with arcane and mystical symbols. Chris, who has a Magical Nature, recognizes it as a magical tome that can increase magical abilities. Chris has determined this as there is a descriptive tag within the book that states "Players with Magical Nature recognize this as an empowering Mystic Tome. Turn this tag in for 6 Directed XP points (Magic)."

While Chris is the only Character who fully recognizes the book, any Player can turn in the tag and receive 6 Directed XP points that can only be used for Magical Skills. All Characters have a general sense when an item might bestow knowledge, they may not be able to understand exactly what the item is. However, *Players* have a full understanding of the value of these types of items.

Tags can be kept and traded, but any props that came with the tag are also to be traded as well with the tag. The prop and the tag, when originally presented together, are to be the property of the person turning in the tag, unless they wish to give the prop to another. In the example above, if Chris gave the tag to someone else, the book would also need to be turned over, unless the other Player doesn't want it.

Safekeeping of tags is up to the Player. If a tag is lost, it will not be replaced. Tags do not have to be turned in after the Event in which they were acquired, however, keep in mind that Players are responsible for any tags owned.

While Directed XP point items will be a fairly standard treasure item, there will also be those rare items that directly bestow a level amount of a skill. For example:

Lynn is on an Adventure. During the course of which, an old but remarkably well-made set of knives is found. Lynn is the first person to pick them up, and discovers that while previously they had no skill in Knife fighting, they now feel fairly proficient as a Knife fighter. There is a tag on the set which states "Wielder of these knives is bestowed 2 levels of Knife Fighting. If the wielder previously had no Knife Fighting experience, they are at level 2. This will add +2 levels of Knife Fighting skill to a wielder who already has Knife Fighting ability."

These types of items are rare. Some of the conditions may vary, may require prerequisites and the like, however any tag of this type found will describe those conditions. If a prop is supplied with a tag like this, that prop must accompany the tag at all times. The tag does not necessarily have to be attached to the prop, but the holder of a specific prop must have the tag for that prop upon them to use it.