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Welcome to Terminus Manor

“Whether you’re a believer in the supernatural, a skeptic or merely a thrill-seeker, Terminus Manor should be your destination. Indulge in your pursuit of the paranormal while enjoying the comforts and charm of our rustic manor home. Explore the mysteries said to reside within Terminus Manor or simply recline in one of our luxuriously overstuffed manor chairs in our beautifully appointed parlor. Chase after supernatural sounds around Terminus Manor, simply pass some time with a game of bocce on the lawn or enjoy a cup of tea with Madam Renkova. Whatever your reason or request, our accommodating Staff will see to your every wish. Terminus Manor is open to guests at every quarter of the year. Spaces are limited; please make your reservations as soon as possible to avoid missing out. We look forward to serving you here at Terminus Manor.

First owned by an executive of the Georgia Railroad, construction began in 1840 of what was originally called Magnolia Manor. After the change of city names from Terminus, to Marthasville to eventually Atlanta, the owners of Magnolia Manor wished to reflect the history of their home and changed the name to Terminus Manor. The ownership of Terminus Manor has changed over the years, but its hospitality and charm remain forever.”

Excerpt from The Terminus Manor promotional pamphlet.

Weekend at Terminus Manor is a supernatural parlor LARP set in an alternate Victorian Era. Terminus Manor is rumored to be a site of paranormal activity, and the owners of the estate capitalize upon this notoriety. They welcome all to their home; the paranormal investigator, the true believer and those merely looking for an interesting diversion for a weekend. Weekend at Terminus Manor runs at the Claremont House in Rome, GA but is set in Atlanta.

In the history of our game, the family who built the house constructed it when Terminus was the name of Atlanta. When the name Terminus eventually changed to Atlanta, the owners of the house wanted to display the fact that their home had been established for quite some time and felt incorporating the name Terminus would demonstrate that.

The skill system used in Weekend at The Terminus Manor allows you a wide range of opportunity to pursue any course throughout the game. Science in various disciplines (including paranormal research), investigative skills, academics, combat and even magic are all possible in Weekend at Terminus Manor.

Core Rules

The Hold Rule: This is the most important rule to know. A Hold is a situation in which the entire game pauses. When a Hold is called it can be for a number of reasons; there is someone injured requiring assistance, there is an unsafe condition that needs to be addressed or there can simply be a need by the game Staff to pause the game for a moment due to story needs.

When a Hold is called, please stop what you are doing immediately, and try to remain as quiet as possible. There may be additional instructions that the Staff is trying to communicate so extraneous talking makes the Hold generally last longer.

Age Policy: Weekend at Terminus Manor is an eighteen years or older LARP.

Alcohol Policy: Players may bring alcohol to the Claremont House if they so desire and are of the legal drinking age. Terminus Manor LARP will not provide or serve alcohol. No one under the age of twenty one is allowed to drink alcohol on the premises. Anyone found under the age of twenty one drinking, or providing alcohol to anyone under the age of twenty one, will be asked to leave the premises when physically able to do so. There will be no admissions refunds if this occurs. Keep in mind, any Player who becomes unruly or disruptive because of alcohol will be given a verbal warning, then progressively more disciplined actions will be taken if necessary. We expect all Players to act responsibly.

The skill system used in Weekend at Terminus Manor is called the **Phalanges Skill System**. Almost all skills that increase in level will start off relatively inexpensively but become rapidly more costly to progress in. The XP cost for almost all progressive skills follows this pattern: 2,3,5,8,13,13,13 etc... This is called the **Standard XP Cost** and reflects the XP cost per level.

The purchase of a skill that requires an item to be used is considered to have that item included with that skill, there is no need to make or purchase the item. For example, having the Pistol skill means that the player has a pistol at their disposal. You must have a physical representation of that item to use it however. All physical representations must be completely safe, and are considered visible by other players whenever apparent (a gun phys. rep. sticking out of a pocket is seen fully by other players if they notice it, for example). In the case of guns, the phys. rep. must be incapable of firing a projectile of any type, or in the case of nerf-type guns, must never have darts or other projectiles loaded at any time. At no point in the game should a Player make contact with, or swing/throw a phys. rep. at, another Player. More on the rules of combat further on.

In Play injury vs. Out of Play injury: In Play injury will be dealt with further on, but if you, the Player are injured, you must immediately call a Hold if you are able to do so. If you see a Player injured, you should also call a Hold. If assistance is needed, you should then call for a "Medic". We cannot guarantee that medically trained personnel will be on hand, but calling for a Medic will help us get you assistance as soon as possible.

Life, Injury and Death:

All Players start with FIVE Health Points. Additional Health Points can be bought at the standard XP cost.

If a Player takes damage, once they are reduced to zero (or lower) Health Points, they are considered to be *at least* **Gravely Injured**. In this state, they may talk and even walk very slowly and painfully but cannot use any XP bought skills. They may however use items that have properties or abilities. If they are at exactly zero Health Points, and if they are not tended to in some fashion, they will regain 1 Health Point after five minutes of minimal activity.

If they are at a negative Health Point balance they are considered not only Gravely Injured but also **Bleeding Out**. From the moment a Player hits negative Health Points, and until they reach zero Health Points or greater, they will become **Dead** after a ten round, minute (or combination of the two) count. Damage does not stop at negative one Health Points, damage will continue to accumulate even during the Bleeding Out state if the character takes additional damage or initial damage that takes them beyond negative one Health Points. There should rarely be cases where a Player is more than a few negative Health Points.

For Example, let's say Chris has Three Health Points and during a contest he takes Four Health Points of damage. He is now at negative one and is Gravely Injured and Bleeding Out. His ten round/minute death count begins. Let's say he is struck for another point of damage putting his Health Points at negative two. His death count does not reset, he continues the count he began at negative one. Now he needs at least two points of healing to keep from dying.

The Killing Blow A Player may choose to speed along the death of an individual. **Only NPCs may be given a Killing Blow** (there may be some NPC abilities that cause immediate Death however). While not completely realistic, this prevents NPCs from delivering Killing Blows to Players and makes PvP slightly less desirable. (We are not preventing PvP from happening, but neither do we want it to ruin a Player's Event).

To deliver a Killing Blow, a Player must be standing close enough to be able to touch the neck/torso of an NPC. Do not touch the NPC, merely state "Killing Blow one, Killing Blow two, Killing Blow three.... (continuing to), Killing Blow ten."

Death in The Terminus Manor is much like it is in the real world, miracles are not guaranteed and only the very lucky few can find their way back. It is not our goal to cause a Character's Death, but it is also a very real possibility in some circumstances. Currently, all characters only have their one life. Resurrection and the like are not readily known or available.

States of Health:

Healthy	<u>One Health Point or more. Character is not impeded in any way.</u>
Gravely Injured	<u>Zero Health Points (or less). Character can talk and walk slowly as if in a great deal of pain. Cannot use any XP bought skills but may use items with properties. If at Zero Health Points, will return to One Health Point after five minutes on their own.</u>
Bleeding Out	<u>Negative One Health Points or less. All of the things covered in Gravely Injured but at the first Negative Health Point the character begins a ten minute Death Count. Only being healed to Zero Health Points or Greater will stop this count.</u>
Dead	<u>After the Death Count finishes, which begins at Bleeding Out, the character is considered Dead. A Dead body does not dissipate but remains as a corpse. Unless there is an overriding issue, the player is to remain as a corpse until there is some resolution of the “remains” (The body is secured somewhere, cremated or other actions taken with the corpse).</u>

Searching a Character Once a character is at least Gravely Injured, or otherwise incapacitated, they may be searched. You must stand within arm’s reach of the character to be searched, and state “Searching One, Searching Two, Searching Three.... (continuing to), Searching Ten.” If the character being searched has some mobility, as in the case of Gravely Injured, you must stay within arm’s reach to search them.

States of Being At Weekend at Terminus Manor you will generally be in one of two States of Being:

Out of Play This is generally for times when it’s not appropriate to be your character but is generally used by NPCs when they have need to go from one place to another but not as the character they are currently costumed for. A person Out of Play will either have a white headband on, or they will have their hand (either empty or with a prop) held above or on top of their head.

In Play You are playing your character and interacting with the game world. It is very important that while you are In Play that you try to remain that way as much as possible. Dropping, or breaking Character, impacts the immersion of those around you. Please try to avoid this as much as possible. Do not go Out of Play unless absolutely necessary. If you need to ask an NPC/Marshal a question, please either take them aside or find a way to ask it as an In Play question. Do not place your hand over your head as this signifies that you are entirely Out of Play. In essence, that you have vanished from the game world. Players who do this will be treated by NPCs as if they had in fact just disappeared. While a person vanishing is appropriate for the setting, we would prefer to be the ones who make people vanish.

Sportsmanship Policy

We here at Weekend at Terminus Manor will be making every attempt to ensure that you, our Fellow Storytellers, have as an enjoyable experience as possible. To that end, we ask that all our Players consider the game experience of their Fellow Storytellers. We want everyone to be able to come and enjoy the game and have fun. That being said, any Player(s) who appear to be playing simply to cause other players irritation and disrupt their gameplay will be asked their intentions. The difference between conflict and disruption is almost always in the number of Players affected. Having an argument with another Story Teller is conflict and roleplay. Purposely arguing, taunting and being in conflict with as many Players as you possibly can is disruption.

We are not saying that you cannot have conflict or issues with your Fellow Storytellers but we will also not allow anyone to negatively affect the game experience of other Players simply for sport. Players, who continue to play merely to disrupt the experience of other Players, even after discussions with the Staff, will be asked to leave and placed on a ban.

Setting of Weekend at Terminus Manor

Weekend at Terminus Manor is an alternate world set in the Victorian Era. Some dates and events have been altered to create this alternate version. Similarly, while there is a Victorian fashion, the fashion sense of this alternate world encompasses anything typically considered to be 1920's era fashion and earlier. Dresses, gowns, jackets, suits, and anything that does not look more modern than the 1920's will fit in to this alternate world. Our World begins in 1897.

The War of Enlightenment

In the late 1800's, as tensions escalated between the north and south of The United States, intellectual leaders of all disciplines decided to take action. Fearing that a war in The United States might escalate to a war amongst nations, the greatest thinkers of the time, across the full spectrum of science, art, philosophy, religion and politics brought about a resurgence of the Age of Enlightenment in an attempt to foster world peace and advance the state of humanity. The War of Enlightenment was not a war of arms, but a war upon ignorance and hate.

Former rivals came together to achieve this goal, such as Edison and Westinghouse. Notable leaders in the War of Enlightenment were: Marie Curie, Booker T. Washington, Charles Darwin, Nikola Tesla, Elizabeth Cady Stanton, Frederick Douglass, Walt Whitman, and many others.

There are two especially important events that lead to the success of the War of Enlightenment. The first of these is the saving of A. H. Stephens's life by Ransom Montgomery. The publishing of *On the Origin of Species* by Charles Darwin is the second.

Ransom Montgomery and Alexander Hamilton Stephens

In July of 1842, a Western and Atlantic passenger train was crossing a burning bridge over the Chattahoochee River. Ransom Montgomery, a slave, came to the rescue and saved all the passengers, as well as preventing the bridge from being destroyed. For his heroism, Ransom was given a freedom of sorts by the state of Georgia and became the second Atlanta black to own property. While this act of heroism alone is worth noting, there was another, more widely impactful result of this courageous act.

Amongst the passengers was U.S. Representative Alexander Hamilton Stephens. While a moderate supporter of slavery and a slave owner himself, the unselfishness of Ransom's act touched Representative Stephens. Stephens began to have a shift in philosophies and sought a means to bring about the peaceful end of slavery in the south. By bringing in immigrants new to the country who would work for lower wages and a possible share of land while simultaneously improving the conditions of the slaves on his lands, Mr. Stephens used his holdings as an example of what could be done to end the institution of slavery.

By implementing a fair and substantial sharing program with his new workers and former slaves, Stephens not only maintained the profitability of his lands, he actually saw a small improvement. As he began to bring in other moderate plantation holders to his way of thinking, over the span of a decade he ushered in a serious change in philosophy in the South. By the time that only the last hold-outs on slavery had not changed, the waves of the War of Enlightenment crashed upon the last hard rocks of the South and swept away the final remnants of oppression.

***On The Origin of Species* by Charles Darwin**

Darwin's publishing of *On the Origin of Species* caused a major shift in scientific, religious and philosophical thinking. The scientific community was slow at first to accept Darwin's full theories and only adopted the general principles. It wasn't until popular and well known scientists from outside the life sciences promoted his theories that his broad ideas gained full recognition.

It was primarily Westinghouse and Edison, once rivals over the development of electric power, (and who were now partners) which lead the scientific community and debate towards Darwin's theories. Additionally it was Nikola Tesla, Edison's Chief of Research and Development, who took Darwin's theories and applied them to develop groundbreaking technologies.

Utilizing his wireless energy technology, Tesla was able to target many categories of agricultural products, accelerating their evolution, to create various types of grains, vegetables, and livestock that were more naturally resistant to disease and ailment and could thrive in climates previously barren. This brought about a near end to world hunger and a cessation of major hostilities across the globe.

While the world after the War of Enlightenment is a generally more peaceful and thoughtful place, it is not without hostility and personal conflict. The War of Enlightenment merely created a broader background of peace and stability which has allowed the general population more time and access to higher levels of education, appreciation of the arts and an overall relief from the mundane struggles of survival.

Notable People, Places and Organizations:

The Pinkerton Detective Agency (Also known as Pinkertons) The Pinkerton Agency is THE expert in criminal detection and apprehension. The Pinkerton Agency is on the forefront of forensic and investigative technologies. It's said that once a Pinkerton Man's on the case, the problem's as good as solved.

Madam Illyana Renkova Rumored to be of Russian noble descent, Madam Renkova is often sought out for her insightful views.

(More to come)

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.

Combat Rules

The Contest:

Whenever a Player wishes to engage an NPC or another Player in a combative manner, it is called The Contest. A Marshal must be present for this to occur.

Initiative (*Standard XP*) After the first round, where the person initiating The Contest has first Initiative, it must then be determined for every following round. *The Marshal will begin a countdown from Ten and when a Player's Initiative number is reached, the Player may then react. Players start with an Initiative of One and increase their number through levels of Initiative purchased. There may also be situational elements that affect Initiative rankings.*

Combat-The Marshal will ask the person or persons whose Initiative number is reached what their actions are.

Combat Ranges:

Players will not physically engage in combat; however they will at times be required to position themselves appropriately during combat in relation to their actions they wish to take. The Marshal on hand will make specific determinations based on the situation, but generally, it requires one round/action to change from one combat distance to another.

Out of the Action-The Character is in a safe range, outside of interacting with The Contest.

Ranged-Anything outside of Hand to Hand and in line of sight of a combatant is considered to be in ranged combat.

Hand to Hand/Pointblank-If the combatants could reach out and touch at least each other's fingers, they are considered to be in Hand to Hand (pointblank) range.

Attacking and Defending-in the Phalanges Skill System combat actions are resolved very quickly. When you attack, you state your action and for every level you have in a combative skill, you would hold up an equivalent number of fingers to indicate that level. If the defender has any skill that allows them to defend, they will in turn hold up the number of fingers equivalent to the level of skill. The Defender's number is subtracted from the Attackers and any resulting positive number is the amount of damage inflicted.

In situations where it is difficult to see another Player's hands, or it is physically difficult to show your score, you should verbally state your values instead.

You may generally use your Initiative to flee a Contest. Normally this will remove you from Hand to Hand range but not necessarily ranged attacks. Additionally, depend on setting, the Marshal may determine that you cannot easily flee and may make you subject to further attacks.

For example, Jamie encounters a thief in the wine cellar who looks as if they intend to do Jamie harm. Jamie calls for a Contest and automatically gets first Initiative. Jamie has four levels of Pistol and declares a shot against the thief. The thief is somewhat skilled in Dodge with three levels of Dodge. So, the thief's three levels of Dodge are subtracted from Jamie's four levels of Pistol resulting in one point of damage to the thief. Initiative is now counted down. Jamie has an Initiative of five and the thief an Initiative of four, so Jamie acts first and shoots once again, with the thief taking another point of damage. The thief is in close enough range to move in for hand to hand and uses their Initiative to do so.

Jamie still has higher Initiative and acts first again. Now that they are in Hand to Hand (pointblank) range, Jamie takes a penalty of negative two to Pistol skill. Jamie fires, but misses (Jamie's skill in Pistol is now two vs. the Thief's skill in Dodge of three). The thief attacks Jamie with three skill levels in Hand to Hand and indicates such with three fingers. Jamie has two skill levels of Dodge and raises two fingers. This results in Jamie taking one point of damage. Jamie realizes the wily thief cannot be hit in this range with his Pistol and will continue to take damage from the thief's Hand to Hand skill unless Jamie uses an Initiative (or more) to escape the Contest, relies on Pain through Gain (see Fighting Skills) to defeat the thief or uses some other additional skill to assist in the fight (see Fighting Skills).

Depending on the setting, backing up and other types of maneuvers are available to change the range. Just remember, the enemy can always follow your movements if they choose.

Breaking combat down in a more bare bones way, would look like this:

First Round-Person A initiates a Contest against Person B by attacking in some fashion with Person A getting first action. Skill levels compared (when appropriate) and damage assessed.

Second Round-Marshal counts down Initiative. Person B has a higher Initiative score and takes their action. If it is a combative action, skill levels are compared and damage assessed. Person A then takes their action.

Third Round/Fourth Round/Fifth Round etc... This back and forth will continue until some sort of resolution which causes the confrontation to end. Examples might be; a death, someone flees, parley etc...

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.

Scientific and Psychic Skills

Understanding Paranormal Occurrences:

There are two distinct types of Paranormal Activity that a Player may encounter in the world of Terminus Manor. Paranormal activity is an umbrella term that covers these two types of events. Magic is a separate category and is unrelated to these occurrences.

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 Activity.***

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.

One of the major distinctions between the two is that a true Psychic Event is the intrusion into the physical world of the Players and is actively being driven to do so. Spectral or Spirit Manifestations can be thought of as echoes, contained within the physical world of the Players and manifesting on their own.

If a Player has the ability to Detect Psychic 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. Again, only true Psychic Events will register with Detection. 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 Psychic Activity (Scientific) (10XP) The Player uses a Psychic Energy Detector (or P.E.D.) to detect traces of Psychic Energy left after a Psychic occurrence or to examine an area for Psychic emanations. In most cases, a P.E.D. can detect Psychic Energy radiation up to 48 hours after a Psychic occurrence. However, if a location itself is a Psychic phenomenon, it should Detect at all times. P.E.D.'s can usually determine whether there was a localized occurrence or if the area itself is emanating Psychic Energy. *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's P.E.D. acts as a vocal "translator" that receives and transmits speech from the Player to a Paranormal entity beyond any sound already present during the occurrence. Players may attempt to communicate with Spectral/Spirit Manifestations or Psychic Events. With P.E.D. in hand, Player says "Paranormal Communication" and then speaks normally. This is not always guaranteed to result in Communication. Even if it does, the communication received may be distorted, confusing or not a direct response to the Player's words. 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. 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.

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.

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.*

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 Psychic Activity (Psychic) (10XP)-Either born or trained; the Character has the ability to sense and identify traces of Psychic Energy left after a Psychic Event or to examine an area for Psychic emanations. In most cases, a Psychic can detect Psychic Energy radiation up to 48 hours after a Psychic occurrence. However, if a location itself is a Psychic manifestation, 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. *A Psychic must indicate in some fashion that they are concentrating on Detecting Psychic 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 Psychic 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 Detect Psychic ability allows the Player to possibly communicate with a Paranormal entity beyond any sound already presented during the occurrence. Players may attempt to communicate with Spectral/Spirit Manifestations or Psychic Events. Player says, "Paranormal Communication" and then speaks normally. This is not always guaranteed to result in Communication. Even if it does, the communication received may be distorted, confusing or not a direct response to the Player's words.

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.

Table of Game Effects and Durations

Durations: “Environmental” (effects that happen without an obvious source) Effects that aren’t instantaneous (like damage, healing, death etc...) will have duration of either 1 minute, or 3 combat rounds based on circumstance. So if you’re sitting in the Manor and a chill wind gives you an Effect, it will usually last one minute. If you’re in a combat situation, effects will last one round per skill level of the caster. The duration of a combat delivered effect is not evident to the *characters*. So while the Player knows that a certain effect will last 1, 2 or 3 rounds, their character doesn’t.

Delivery of Effects:

In most cases, the way an effect is delivered will be obvious, someone casts a spell at you, strikes at you, etc... The manner of delivery in most cases has no bearing on the way it will interact with the target. There are some exceptions:

By Voice, usually indicated by “All” + *additional modifiers*. “All before me”, “All I see”, “All in this room” or variants. Anyone who hears this is subject to the remainder of the tagline. You cannot run from it, blocking ears etc...does not prevent it from occurring. If you experience even the first word of the verbal you will be subject to the entirety of the verbal. Appropriate defenses do apply to secondary parts of the statement. For example, “All those before me, 1 point Magic Damage”. That means everyone has one point of Magic Damage inflicted upon them, but if they have defenses or types of appropriate Improved Health, they will function normally to mitigate.

By Gaze-this effect emanates from the eyes of the attacker and can affect multiple people within the attacker’s line of sight. The call will usually be *By Gaze; Target A, Target B, Target C-Effect Name*. So long as the attacker can see their target, they can be affected By Gaze. Breaking line of sight once affected will not negate the effect, but will prevent the attacker from further being able to strike them with a By Gaze delivered effect.

Effects:

Evoke (name of state)-This causes the target to react in a very specific way. While under this effect, the target cannot use any skills and must roleplay the named state. States might be; anger, apathy, confusion, madness, sleepiness etc... Evoke states never require the target to leave the scene, although that is the target’s option.

Chris is wandering through a deserted cave with some friends when an apparition appears. The apparition points at Chris and suddenly Chris is filled with fear. Chris begins to cower in fear as the apparition attacks the others in the group. Chris may even choose to run from the scene. Once Chris has been under the effect for three rounds/actions they may use their abilities.

Sleep-Target falls into an immediate slumber. Another Player may spend one action to awaken the target.

Paralysis-Target is held completely immobile. Cannot move or talk.

Pin-Target's feet are held immobile. Target may move feet with considerable effort, moving either foot a few inches during an action. Some targets have limited resistance to Pin and can take a full step each action but with great effort. If the cause of the Pin is physical in nature (trap, ropes, spider webs etc...) another Player can cut the target free of the Pin in one action, so long as the person doing the cutting has a knife representation and is holding it in the manner of the Knife weapon skill. Someone who is under a Pin may still Dodge or apply other Damage Mitigation where appropriate.

Bind-Target's arms and hands are held firmly to their sides. Target can use no weapons skills or other skills that require them to hold an object in their hands. If the cause of the Bind is physical in nature (trap, ropes, spider webs etc...) another Player can cut the target free of the Bind in one action, so long as the person doing the cutting has a knife representation and is holding it in the manner of the Knife weapon skill. Someone who is under a Bind may still Dodge or apply other Damage Mitigation where appropriate.

(X) Poison (#of rounds)-Target is immediately made feeble and cannot move at more than a crawl and cannot use an In Play skills. The Poison effect may be accompanied by an identifier to signify the origin of the Poison (for example, Spider, Magical, Injected etc...) as well as a possible modifier to the number of rounds/actions that the Poison lasts.

Counter (X)- This will remove any effect so long as the Effect being removed is actually known. Sleep is the only Effect that is immediately recognizable. Physically based Pins and Binds are also recognizable. All other Effects, if the person trying to Counter did not actually see the Effect occur, will require inquiry to ascertain what the Effect is. Counter takes one round/action to work. Unless unconscious, Gravely Injured, Bleeding Out or under an Effect that specifically prohibits the use of In Game skills, Counter may be used under most other conditions.

Unyielding-cannot be defended except by an *Unbreakable* Defense. This includes any type of Improved Health of any type in the case of damage. There may be some things that counter Unyielding and will be specified when it is called.

Unbreakable (X)-this is the only thing that will negate an *Unyielding* attack that is not otherwise specified in the *Unyielding* call.

Death-if not defended appropriately, immediately fall into the Death state.

Reduce (X)-a type of defense that will reduce appropriate damage by X amount.

Additional Skills and Abilities

Extra Health Points (*standard XP cost*)-Increases Character's total number of permanent Health Points.

Escape Fate- Every Player begins with one use of Escape Fate. Additional uses cost 7 XP. This skill allows a Player to escape an otherwise deadly or harmful action. This skill should not be used frivolously, as meddling with Fate can have dire consequences of its own. This is a *per Event* skill.

Medical Training (5 XP/level)-For each level of Medical Training purchased, a Player may heal up to that level of damage over the course of several rounds/actions, depending on the amount of damage being healed. During the time the Player is using Medical Training, they must have physical representations of medical items in both hands (gauze, dulled scissors, syringe body without needle etc...) and the Player performing the Medical Training can take no other actions while performing the healing. If the Medical Training stops before complete, no healing is accomplished whatsoever. Medical Training is stopped if the person performing it is rendered incapacitated in some fashion, or they simply choose to stop. Players using this skill will know upon inspecting the wounded individual how much Healing is required to reach 1 Health Point.

Healing is considered as having taken place at the end of the required number of Medically Trained person's actions. Attending to someone who is Bleeding Out will pause their Bleed Out count. If the Healing is stopped, the Bleed Out count resumes.

The amount of time required is as follows:

Level 1-1-4 points of damage, 2 rounds/actions

Level 2-5-7 points of damage, 3 rounds/actions

Level 3-8+ points of damage, 4 rounds/actions

This skill also allows for the examination of injured/dead individuals and the possible knowledge of what state they are in or what may have caused their state.

Police/Detective Training (*standard XP cost*)- For every level of this skill purchased, the Player may ask questions about the physical aspects of a scene.

Tonics Tonics are a collection of curatives that are created from plants, herbs and other natural sources.

Pearl of Good Health-This tonic will Cure any non-directed effect (source of the effect is not actively maintaining it), other than Health Points or Death. Costs 2 XP for one dose per Event. Does not expire until used. Requires no In Play skill to administer or consume.

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.