

# Character Improvement

## Experience Points & Improvement

At the end of each session, the Referee will reward the player characters with Experience Points. The number of Experience Points awarded should depend upon how well the players played the game. Suggestions for this are in the Experience Points Award table, as follows.

### *Experience Points Award*

Type of Play	Points Awarded
For completing a session	1-2
For completing the campaign's goals	3-4
For creative solutions to problems	2-3
For good role-playing (not necessarily acting)	1-2

### *Experience Points Costs for Improvement*

Improvement	Cost
Increase a skill the character already has (including Magic & Psi)	4 / skill level
New skill at level 0 (but not a new Magical Domain or Psionic Talent)	6 for level 0
New skill at level 0 for Magic: Alchemy, Artifice, Calligraphy, or Ritual	6 for level 0
Increase a characteristic (including Psi if the character already has it)	8 / point
Gain a Special Ability	8 / ability
Gain a new Magical Domain or Psi Talent	special (see below)

## Character Improvement

Players may spend Experience Points to improve their character at any time between sessions (but not during a session in-game). They may increase characteristics and skills, and they may also gain new skills or Special Abilities (next page). The table Experience Points Costs for Improvement is below.



As an optional rule, the Referee may decide that the maximum skill level any character may have is 4, and the maximum characteristic points a character may have are 15.

### Magical Domains & Psi Talents

Characters may spend experience to increase their skill level in a Magical Domain or Psionic Talent they already possess, but they may not spend experience to acquire a skill level in a new Domain or Talent. The skill in a Magical Domain or Psionic Talent may only be gained during character creation, or in-game by achieving certain goals. These goals could be such in-game events as undergoing arduous training at a hidden, esoteric school, finding a powerful artifact, receiving enlightenment from an ancient master, etc., as determined by the adventure in which the character is participating. Typically, such in-game skills are gained at level 0 or level 1.

Note improvements on the character sheet. Be sure to re-calculate your character's Combat Power.

### Special Abilities

Special Abilities grant the character some sort of advantage for a single action. Once the ability is used, it may not be used again for a defined period of time. Special Abilities may not be gained during character creation. They are only available by spending 6 Experience Points. All Special Abilities may only be taken once, unless stated otherwise in the description of that Ability.

#### Combat-Related Special Abilities (any PC)

**Agile Fighter:** The character may add a +1 DM to a Melee or Martial Arts attack in a single turn. This may be taken every 6 combat rounds.

**Artful Dodger:** The character may Dodge in combat at a -2 to the attacker's DM, instead of the standard -1. The character still takes the -1 DM penalty to all skill checks that round, and loses 2 in Initiative Order. This may be taken every 6 combat rounds.

**Bull's Eye:** The character may add a +1 DM to a Ranged attack in a single turn. This may be taken every 6 combat rounds.

**Daring Dash:** In a single turn the character may run 9 meters (6 squares). This may be taken every 6 combat rounds.

**Deft Toss:** The character may add a +1 DM to a Thrown attack in a single turn. This may be taken every 6 combat rounds.

**Fancy Fencer:** The character may add a +1 DM to their Melee or Martial Arts skill for purposes of Parrying. This means their Melee skill +1 applies as a negative DM to the attacker's attempt to hit. The character still takes the -1 DM penalty to all skill checks that round, and loses 2 in Initiative Order. This may be taken every 6 combat rounds.

**Favorite Weapon:** The character has a single weapon with which they are the most comfortable and to which they are attached (not a "type" of weapon, but the weapon itself). The character gains a +1 DM on their Attack roll with this weapon every 6 combat rounds. The effect is cumulative with other Special Abilities. If the weapon is lost, this Special Ability must be paid for again with Experience Points.



**Inspire:** The character may add a +1 DM to their Leadership or Tactics skill checks during combat. This may be taken once per combat.

**Personal Arsenal:** The character has their own “closet full of fun” in the form of weapons and ammo. Once per game session, the character may either get four clips of ammo or exchange one weapon for another similar one at no cost. The character must visit either what qualifies as their present abode or vehicle.

**Punishing Strike:** The character may roll an additional 1D6 of damage to any successful attack (Melee, Martial Arts, Ranged, Thrown, Magic, or Psi). This may be taken only once per combat.

**Tough Cookie:** The character gains +2 points to any healing roll or healing End DM for a period. This includes regaining Endurance for Magic and regaining Psionic Strength. This may be taken once per day.

**Twin Strikes:** The character may make two attacks in a single turn without incurring the multiple action penalty of -2 DM. This may be taken every 6 combat rounds. For characters using Martial Arts with weapons with the (T)win tag, they may make up to four attacks without incurring the multiple action penalty.

### Prosaic Special Abilities (any PC)

**Deep Pockets:** The character has a lot of funds,...if he or she can just tap into them. The character rolls, adding any DM's for Bureaucracy and/or Gambling, but with no negative DM's. On a success (8+) the character rolls 1D6 and multiplies the result by 1,000 Cr. The character then rolls a second 1D6, and multiplies its result with the result of the first roll. This represents the cash the character has immediate access to (ranging from 1,000 to 36,000 Cr). This may be taken once per game session. A failed roll means that the funds are not accessible, and the player may not try again until next session.

**Equipment Warehouse:** The character has access to a warehouse full of stuff. But, they don't always have access to it. The character rolls, adding DM's for Bureaucracy and/or Gambling, but with no negative DM's. On a success (8+) the character may acquire up to ten items of non-magical, non-high-tech equipment. The facility does not have weapons, ammo, or vehicles. This may be taken once per game session. A failed roll means that the warehouse isn't accessible, and the player may not try again until next session.

**“I got contacts”:** The character may roll 2D6 to call up a contact which might have information regarding the character's current situation. No modifiers are applied to the roll. On a success (8+), the character may ask their contact, via the Referee, a question. The contact / Referee does should give something useful, but doesn't have to give the game away. This may be used once per gaming session.

**Pet Telepathy:** The bond between familiar and master has grown so strong that an almost telepathic link has developed between the two. The character may sense where their familiar is at any time, and know when the familiar is in any trouble. The master may call the familiar, or vice versa, by succeeding on a Difficult (-2) roll, applying the DM for Int.

**Prosaic Workshop:** A workshop, clinic, library, or laboratory which will support one of the character's prosaic skills. Using the workshop adds a +4 DM to a single attempt to use that skill once per gaming session. The workshop is easily justified for such skills as: Science (including Esoteric), Engineering, Computer, and Security, but it could apply to any other prosaic skills, as well, if the player can come up with a good description and reason for the “workshop.” For instance, to apply Investigation maybe the character has a forensics laboratory. Or, in order to apply Performance: Music, the character possesses their own studio. The player may take this Special Ability multiple times, once for each skill. But, it may not be taken multiple times for the same skill.



**Raw Luck:** The character has learned through experience to be at the right place at the right time. Once per session, the character may add a 1D6 with no DM's to any Skill check, including checks for combat skills.

**Eye of Protection:** Once per day, the character may roll any Magical Domain skill, with all skill level and Int DM's, to counter a spell cast by an opponent mage. This may be done immediately outside of the usual initiative turn order.



**Gift of the Gods:** The character may roll 2D6 at Difficult (-2) to invoke a patron god, spirit, or living master for aid. No modifiers are applied to the roll. On a success (8+), the character may add +4 to any subsequent skill or characteristic check, or it may be added to an Effect. This may be taken once per gaming session.

**Holy Ward:** The character may add a +1 DM to their Magic skill check in a single turn when involved in spirit combat. This may be taken every 6 combat rounds.

**Spell Focus:** The character selects a single spell with which they are particularly adept. Upon casting that spell, they apply a +4 DM to the roll, which includes the usual modifiers for Int, Magic, Difficulty, etc. This may be taken once per day.

**Trance X6492-A:** A character with any Psionic Talent skill enters into a brief trance (1D6 rounds), and rolls a 2D6. The Psi DM is applied to the roll. On a success (8+), the character automatically gains +4 Psionic Strength points. This may be taken once per day.

**Esoteric Special Abilities (magic & psionic PC's)**  
**Depths of Power:** The character may add a +2 DM to any Magic skill check in a single action. This may be taken once per day.

**Other Special Abilities (any PC)**  
**Expert of [Skill]:** The character chooses any one skill which they already possess at level 1 or higher. Once per day, the character may add a +2 DM to any roll of that skill in a single action. This Special Ability may be taken multiple times, once for each skill. It may not, however, be taken multiple times for the same skill.

**Esoteric Workshop:** The character's magical lab, library, meditation room, or ritual sanctum, which will support one of the character's esoteric skills (either magical or psionic). Using the workshop adds a +4 DM to a single attempt to use that skill once per gaming session. The player may take this Special Ability multiple times, once for each skill (for instance, for different Magic Domains). But, it may not be taken multiple times for the same skill.

**[Custom Special Ability]:** The player and the Referee can work at the particulars of a Special Ability which either suits the character or which fits into a discovery made during the game. Generally speaking, the stronger the Special Ability, the longer the period the character has to wait before they can use it again

