

Experience Adjustments

The following are a list of objectives to gaining more experience while playing.

See: "Experience Adjustments" in the E Section of the Basic Rules Book for various ways of adjusting experience earned.



Crimson Duelist

You are awarded 1 point of experience for each point of damage taken to the flesh during battle. You must win the fight to receive these added experience points.

Modification Point cost: 16

Experience Augmentation

Increase the amount of experience points you will gain per successful venture, encounter, challenge, etc. Roll on the appropriate chart vs. the appropriate Experience Augmentation:

Enhanced Experience

+1 experience point awarded x the number of foes defeated in combat.

Modification Point cost: 1

Focused Experience

Prerequisite: Enhanced Experience.

+2 experience points awarded x the number of foes defeated in combat.

Modification Point cost: 3

Harnessed Experience

Prerequisite: Focused Experience

+4 experience points awarded x the number of foes defeated in combat.

Modification Point cost: 5

Harvester's Experience

Prerequisite: Mastered Experience.

+8 experience points awarded x the number of foes defeated in combat

Modification Point cost 7

Mastered Experience

Prerequisite: Harnessed Experience.

+16 experience points awarded x the number of foes defeated in combat

Modification Point cost 9

Reapers Experience

Prerequisite: Mastered Experience.

+32 experience points awarded x the number of foes defeated in combat

Modification Point cost 11

Flawless Duelist

+50% experience awarded if you can defeat a foe flawlessly (i.e, you cannot be struck, you cannot miss, you cannot use luck, etc.; the fight must be a flawless victory).

Modification Point cost 10

Gift of Grace

Impart 1-30% of earned experience to allies.

Range: Your Awareness = number of spaces

Modification Point cost 1

Instant Defeat

x2 experience for an instant victory over your foe. This means than on your first offensive turn, you must defeat your foe physically. This can only be done by the use of a non-magical weapon, and the creature must be equal or higher level than you. Also, it cannot be previously engaged in combat, or have another character or creature fighting it (you must do this solo; one on one)

Modification Point cost 20