

Modification-Points (M.P.)

All newly created characters will start out with 3-D20 +9 modification-points. As soon as you have rolled up these points, see the notes below for gaining additional modification-points as you advance in levels.

At level 0 a character will start out with 3-D20 +9 Modification Points.

With each level advanced thereafter, you will gain an additional 2-D6 modification-points, adding an additional +1 per 2 levels advanced above level #0

Example:

At level #1:	2-D6 modification-points
At levels #2 and 3:	2-D6 +1 modification-points
At levels 4 and 5:	2-D6 +2 modification-points
At levels 6 and 7:	2-D6 +3 modification-points
At levels 8 and 9:	2-D6 +4 modification-points
At levels 10 and 11:	2-D6 +5 modification-points
At levels 12 and 13:	2-D6 +6 modification-points
Etc.	
At level 50:	2-D6 +25 modification-points

Humans will always gain an added bonus of: 1-D4 +1 additional modification-points per level.

See: "Modification-Points, Using" on the following page:

Modification-Points, Using:

Modification-points are used to gain Abilities, Divine Favors, Spells and Trade-skills. Within each of these will be the required "Modification-point cost:". You can purchase whatever you like if you have enough modification-points, and if you meet the required "Prerequisite:" for each.

At the creation of your character, you will not need a Guild Master to learn any of these. After you finish the creation of your character, every character will need to visit a Guild Hall in order to train. Training will cost money. Training will also take time to accomplish.

Resources:

"Guild Halls, Chance of locating:" in the G Section of the Basic Rules Book.

"Shops, Chance of locating certain:"

The following are links which will take you to each section where you can use modification-points to buy up specific Abilities, Divine Favors, Spells and Trade-skills:

Links to Abilities, Divine Favors, Spells and Trade-skills:

Abilities (Adventurer – Levels 6+): These are abilities and spells for the more weathered character.

Abilities (Seeker – Levels 0 to 5): These are pre-abilities and spells for the newly created character.

Divine Favors: These are special abilities and powers, granted your character in return for services and devotion given to one or more Jahtha.

Trade-Skills: These are trades learned and practiced (i.e., Blacksmith, Fisherman, Hunter, Jeweler, Leather Worker and more.