



CHARACTER ADVANCEMENT

For the purposes of book-keeping, there are 50 hours in the week (7+ per day) for the PC to do things when not adventuring. The PC may have personal duties that eat into that time, eg the 'average' cult's initiate must give 1/10th of his yearly income and time to the church (some cults have other duties, or none). Note, when talking about skills, the total skill is the important bit (it includes your skill modifier).

Experience : a week after the end of the last adventure there is a chance to increase any boxed skill used, roll over the skill% to get 1d6% increase.

Training: anyone with 90%+ in a skill can be a trainer and can teach up to 75% in the skill. The trainee must spend the number of hours equal to his current skill level (inc mods) and gets 1d6-2% (or he can decide to add 1%) at the end (the training time can be split up to allow other events, eg giving time to the cult). Training costs depend on the current skill level : 0% (50 Hours, 75 Copper), 01-25% (1.5 Copper/hour), 26-50% (3 Copper/hour), 51-75 (6 Copper/hour). When raising skill from 0%, add 1d6-2+modifier, if that is less than 01%, spend another 50 hours.

Research: this is self-help or self-tutoring. The PC must have access to the relevant kit - Knowledge skills require libraries or observation, agility skills require practice. The time taken is the same as for training, but the PC must make an experience roll, chance to gain 1d6-2% (or add 1%).

Increasing POW: when a spell-caster matches his magic points against a target's MP he gets a chance to increase his POW a week after the end of the adventure (unless he had a 95%+ chance of success in the encounter). Must roll (21-POW) x 5% or less, to get 1d3-1 (or +1) extra POW.

Increasing STR and CON: these are increased by training or research, taking the number of hours equal to the current stat x 25 (training costs 24 Copper/hour). Neither of these stats can be increased beyond the highest value of the original STR, CON or SIZ. SIZ cannot be changed.

Increasing DEX or APP: by training or research (time and cost, as above). Maximum increase is half again the original stat.

Weapon skills: within each weapon category, an increase in skill with one weapon means that the PC gains experience with every weapon in the category; but use of a weapon one-handed does not give experience with using it two-handed (different categories). Weapon training/research allows the PC to train with an attack and parry in the same session (these can be 2 weapons); the time and cost is based on the greater skill%.

Learning spirit magic: find a shaman, pay him 500 Silver per spell point and spend 2d6+2 weeks with him. Enter into combat with the spirit for the right of possession of the spell. If the shaman knows the PC, pay 250 Silver/point and the shaman will send for him in 3d6 weeks when he has found the spirit. If PC is a member of the same tribe as the shaman, pay 100 Silver/point and taught that day.

Learning divine magic: a PC must spend 50 hours of study with the cult, donate 20 Silver, and finally sacrificing the required POW to gain the spell. Non cult members can-not approach the cult for spells; but could try to join cult (including multiple memberships). Note, some cults also teach spirit magic, costing 100 Silver/point and taught that day.

Learning sorcery: requires 100 hours of study, costs 200 hours of work (or 112 Silver). After this, the PC must roll INT x 3% or under to learn the spell at a base level of 1d6%. Spells can be learnt by research, taking 500 hours per spell (INT roll still required).

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	k 4	z 3	e 2	a 1	f 7	* o	s 5
DISORDER WEEK j	1	2	3	4	5	6	7
HARMONY WEEK h	8	9	10	11	12	13	14
DEATH WEEK t	15	16	17	18	19	20	21
FERTILITY WEEK x	22	23	24	25	26	27	28
STASIS WEEK u	29	30	31	32	33	34	35
MOVEMENT WEEK v	36	37	38	39	40	41	42
ILLUSION WEEK i	43	44	45	46	47	48	49
TRUTH WEEK y	50	51	52	53	54	55	56