

Character Advancement

Earning XP

Attending a session : 1xp

Completing a plot/mission : 1xp

Quote of the session : 1xp

Contributions-

- Session Report : 1xp
- Diary Entry : 1xp
- Artwork : 2xp
- Article that expands on the world : 2xp
- Unique article over a thousand words : 5xp
- Creating a nation (multiple pages) : 15xp (only usable for buying off disads)
- *Nations still available - Zylistan, 3 in the other continent (Dog, Serpent, Elves), the Dragon nation

Spending XP

All changes to a character require reasons! You must have training to get new skills, and practice to raise them. New powers cannot be acquired except through exceptional circumstances. Spells must be studied, learnt or bought. Perks and talents can never be bought after character creation. Perks may be lost during the game - the points are lost.

Raising base characteristics

Every two months game time a base characteristic can be raised or lowered.

From:

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