



Advanced Fighting Fantasy



Spending
Experience
Points



Experience Points - Introduction

As the Heroes progress through their thrilling lives, completing more missions and adventures, they will hopefully become better at what they do. This is reflected in Advanced Fighting Fantasy by the awarding of experience points. As a Hero acquires experience, so his skills increase and he becomes ever more adept in his dealings with the barbaric fantasy world around him!

Awarding of Experience Points

To simulate the increasing expertise and knowledge acquired by the Heroes as they star in bigger and better adventures, the GM awards experience points at the end of every scenario. To do this, simply consider each player's contribution and their respective character's performance during the adventure, awarding them a score of between 0 – 4 after each completed scene. (Scenario scoring sheets for Dungeoneer Adventures I-VIII along with a template can be found under the <Resources> section).

Base this score on a good amount of common sense and intuition; did your players act in character for their class? You could consider such factors as casualties, heroism, role-playing, team-work etc where:

- 0: No participation
- 1: Minimal participation
- 2: Average participation
- 3: High participation
- 4: As above + in character

At the end of the adventure work out the average of the scores (rounding fractions up).

Especially heroic, clever or intelligent actions should be awarded with an Experience Points Bonus (EPB). An example might be a Hero who managed to talk the party out of what otherwise looks like an inevitable confrontation, with a combination of excellent role-playing and use of character skills such as Con and Leadership.

Likewise, especially stupid Heroes (or often players more accurately) can be given an Experience Points Deduction (EPD).

Note these EPBs and EPDs alongside the appropriate scene on the scoring sheet as running the adventure.

At the end total up the Experience Points awarded along with any EPB and EPD to give a final Experience Points Total (EPT).

As a rough guide you should expect to receive somewhere between 3 – 7 experience points in one adventure, although this greatly depends on the size of the scenario you are undertaking.

Note: Experience points are awarded only after an adventure is over, and never half-way through.

Learning From Experience

These Experience Points can be spent in five ways: to increase a primary characteristic, to increase a Special Skill already possessed, to take training in a new Special Skill or Spell and finally to lowers a characters Base Initiative Value. The points don't have to be spent there and then, they can be accumulated over time. The points should therefore be recorded in the appropriate place on the Heroes' <Character Sheet> until they are used.

Experience Points can be spent by a Hero when he is not engaged in an adventure and has time to train and practice in order to increase his / her powers. No character can suddenly become more proficient at something half-way through an adventure!

Increasing a Primary Characteristic

Increasing one of the five primary characteristics (SKILL, STRENGTH, DEXTERITY, APTITUDE and PRESNCE), will, of course, also have a considerable effect in increasing the Hero's <Special Skill> scores. For this reason, it costs 4 Experience points to increase one of these by one point. This increase also requires a month of training and study. During this time, the Hero cannot go off on any adventures; rather, he must spend at least eight hours each day practicing all his skills and abilities. At the end of this time, his *Initial* score in the chosen characteristic will have increased by 1 point, and all the <Special Skills> relating to that characteristic will also have increased.

A Hero is also able to spend time and effort in increasing their initial STAMINA or WILL. To do this costs 2 Experience points to increase one of these stats by one point. This increase also requires a month of training and study. During this time, the Hero cannot go off on any adventures; rather, he must spend at least eight hours each day attempting his level of fitness or training his mind. At the end of this time, his *Initial* score in the chosen characteristic will have increased by 1 point.

Increasing Special Skills

Alternatively, 1 Experience point may be used to increase any one <Special Skill> by 1 point. This must be one that the Hero already knows, but otherwise there are no restrictions. (Learning previously unknown <Special Skills> requires dedicated training and is dealt with in the next section.) The <Special Skill> may

be increased again and again – though everyone should be aware that rolling a double-6 and double-1 can mean everyone can fail or succeed sometimes, no matter how great the skill they have. However a limit of 3 experience points can be spent in this way each time you want to raise the skill.

This increase in a <Special Skill> also requires a week of training and study. During this time, the Hero cannot go off on any adventures; rather, he must spend at least eight hours each day practicing. At the end of this time, his <Special Skill> score will have increased by 1 point.

Occasionally the GM may have to rule that a particular <Special Skill> cannot be increased because the Hero hasn't used it for several adventures. After all, take the case of an Elf who spends the best part of his life at sea; plainly he isn't going to add to his *Wood Lore!* In such cases, the GM will have to decide what he feels can and cannot be increased. *Note also:* because of its nature as a natural skill, *Dark Seeing* cannot be increased by experience.

Training in Skills

This category applies to learning a new <Special Skill>. Unlike simply getting better at something that one already knows something about, this category of learning requires the Hero to spend time – and money – being instructed in his new powers by another character who already knows something about the subject.

Learning 1 point of a new <Special Skill> costs 2 Experience points, together with the payment of 250 GPs to someone who knows the skill well enough to teach what he or she knows to the Hero.

A Hero may train in a <Special Skill> up to 4 points (at a cost of 8 Experience Points and 1,000 GPs). Further points will have to be learnt by experience, *after* the Hero has been on his next adventure and actually gained some practice at using his new <Special Skill>.

Exotic skills may require the Hero to set out on a quest just in order to find someone! Larger city-states like Salamonis will have people who can train the Heroes in most things. The time taken to learn the new <Special Skill> is one week of intensive training per point learnt.

Learning New Spells

This happens in much the same way as Training in skills, except that the cost is worked out in terms of the Will Cost of the <Spell> a Hero wishes to learn. Learning a new <Spell> costs 1 Experience Point per point of Will Cost it requires, together with the payment of 250 GPs per point to someone who knows the <Spell> to teach what he or she knows to the Hero.

Characters who know – and who are prepared to teach <Spells> with a Will Cost of 6 or more are *very* difficult to come by. The GM will be firm on this point. Tracking down someone to teach such a <Spell>, or stealing a powerful sorcerer's spell book with a <Spell> so great a power in it, should require a full adventure, perhaps even several! They are NOT going to give it all to your Heroes on a plate; they'll only run about blasting huge unexpected holes in my finest adventures, and the game won't be challenging anymore.

Because learning sorcery is such a difficult and uncertain task, and because practicing can be far too deadly, the first time any spell-caster uses a new <Spell>, he must cast it with a –1 modifier to his Magic Skill. After all, who in their right mind is going to suffer all the effects of casting a Death spell just for practice?

Lowering Base Initiative Value

A Hero may also spend 1 experience point to lower their Base Initiative Value by 1 point. For each point spent in this way the Hero requires a week of training. During this time, the Hero cannot go off on any adventures; rather, he must spend at least eight hours each day practicing and honing his reactions. At the end of this time, his Base Initiative Value will have decreased by 1 point.