

Getting Better

or worse

THE GAME MASTER DECIDES when a character should be improved. It can be after completing a scenario, killing mighty foes or bringing home treasure.

When this happens the following things occur:

More HP

Roll 6D10. If the result is equal to or greater than your current maximum HP, increase it by D6.

Left in the debris you find

D6

1-3	nothing
4	3D10 silver
5	an unclean scroll
6	a sacred scroll

Ability changes

Roll a D6 against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6. Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by 1 unless the D6 result is 1. The ability is then reduced by 1, but never below -3.