

Skill Improvement

To allow the improvement of skills in a particular area, and allow characters to master a particular career, a character may spend 100 experience to buy a skill multiple times. Each time the skill is purchased it add 10 to the rating to use this skill, therefore letting someone stay in the same career and master it, instead of being forced to move onto new careers to improve themselves. This rule also allows humans to become as good in their particular field of expertise as elves are in every field. :-)



Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB.

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