

GMs can reward their players in two ways. The first is in-game – gold, magic items, reputation. The second way is through experience points, which allow characters themselves to improve. This section, even more than most, should be taken as a suggestion to the GM rather than Orders From Above. Every group has its own style and every GM will work differently with their group.

The whole party should get an XP reward at the end of each play session, based on how well they played as a group. For instance, the GM might award 60 points for the session, which would mean *each* player gets 60 points to improve their character.

Rewards might also come instantly, in the middle of play – for instance: • For an outstanding example of cooperation.

- For working as a group to solve a puzzle.
- For finding an unexpected solution to an in-game situation.

The GM should also award XP to *individuals* during play, when a player does something that improves the game. For instance:

- For making everyone in the party gasp, exclaim, or laugh provided it was by an in-character action.
- For achieving some important part of the objective striking down the orc leader, convincing the dwarf-lord to show you a map, distracting the dragon for that crucial minute.
- For saving the day (or the party) through some in-character action.

XP need not be mechanically granted just for slaving things, except in a purely combat scenario. It's a GM decision.

A rate of 25 to 100 experience points per player per session will be appropriate for most campaigns, but this, again, is a GM call. That rate will allow new characters to improve themselves after every session or so. Later, as the campaign itself becomes an important reward, the character advancement should slow down. The GM should try to provide challenges appropriate for the increasing competence of the party.

Players keep track of their own XP and spend them as described below.

# Spending Experience Points

XP are normally spent at the end of the expedition, when the characters are safe at home and at least mostly healed. GMs may allow exceptions as they see fit.

Experience points can be spent in several ways:

- To improve your basic stats: ST, DX, or IQ. This will improve all talents and saving rolls associated with that stat, but it becomes expensive at high levels.
- To learn new spells and talents. There is no limit to this kind of improvement. • For gold! Sweet, sweet gold!
- For a Lesser Wish, which can save your life on the day that luck turns against you.
- To improve your staff's Mana stat, if you are a wizard. This lets you cast more spells.



## Improving Basic Stats

You may use XP to buy additional attribute points – Strength, Dexterity, and IQ – and this is the best way to improve a new character.

The cost to improve a basic attribute depends on the current *total* of your attributes. Super-high stats come at the expense of other stats, so there will be few geniuses and Olympic athletes.

| Added attribute point | XP cost   |
|-----------------------|---|
| 34th or lower         | 100 XP  |
| 35th                  | 200   |
| 36th                  | 300   |
| 37th                  | 600   |
| 38th                  | 1,000   |
| <b>39th</b>           | 2,000   |
| 40th                  | 4,000   |
| 41st and later        | Double cost each time. Adding attributes<br>at this point is rarely cost effective (and<br>see <i>Attribute Bloat</i> , below). |

### Learning New Spells and Talents

Somewhere around a total of 36 or 37 stat points, if not before, most players will choose to start learning new abilities instead of buying higher stats.

Each new spell or talent learned costs 500 XP - or 1,000 for talents marked (2) in the listing, and so on. As when your character was created, spells cost triple for a non-wizard, and talents cost double for a wizard.

It does not matter how many spells or talents you already know, and there is no limit to the number of spells and talents you may eventually gain. However, you may not learn a spell or talent unless you meet the minimum IQ requirement, as well as any prerequisites (such as other spells or talents) shown in the listing.

When you add a new ability, you may use it immediately. It is assumed that you were practicing or studying during the time you were earning the experience points.

A few talents require roleplaying to gain. Thiefly talents must be learned from the Thieves' Guild, and the Master Mechanician talent can be gotten only by membership in the Mechanicians' Guild. Both these guilds will require membership, or cash payments, or both, before teaching you anything – see the section on Guilds.

### Money

A character who needs mundane wealth between adventures may, if the GM permits, cash XP in for 1 gold piece each. The player must offer a good in-game explanation of where the money came from. "Found it in the street" should work zero times, and "Rich uncle died" once at most. In general, XP are best spent improving your character, and money is best earned by slaying brigands and vile monsters. But – again, if the GM permits it – the money option is there.

### The Lesser Wish

A Lesser Wish (see *ITL* p. 143) is useful for controlling or rerolling single die rolls. The GM may allow characters, between adventures, to "purchase" a single Lesser Wish for 500 XP, and hold it for emergencies. This rule is specifically intended to help players keep their experienced characters alive, if they are willing to invest XP in the insurance.

### Mana and the Wizard's Staff

At level 2 of the Staff spell, the staff gains a Mana stat, which starts at 0. By spending 200 XP, the wizard may add 1 to the mana of the staff, up to a limit equal to the wizard's current IQ stat. Each point of mana can be spent like a point of ST to power spells. See ITL p. 148, and the five levels of the Staff spell for details on staffs

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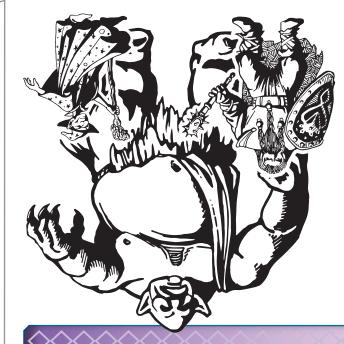
a far-off or isolated place may not speak the same language as others of their species. A GM may invent a new language if he invents a new race of creatures. Dwellers in Runes. There are many more!

Elvish, Giant, Sasquatch, Dwarvish, Old Dwarvish, Troglodyte, Gargoyle, and Fog Languages include Goblin, Orcish, Dragon, Troll Speech, Elvish, High Elvish, Sea one IQ point or 500 XP.

Each additional language learned (whether the learner is a hero or a wizard) requires characters know Thieves' Argot; wizards over IQ 16 all know the Sorcerers' Tongue. A character starts off knowing his own race's tongue at no IQ cost. Streetwise talent, he can also read and write every language that he knows.

Learning a language enables a character to speak it. If a character has the Literacy you get a +1 on the reaction roll if you were entitled to no other bonuses.

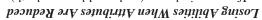
dealing with a being of another race or a far country, and you can speak his language, Furthermore, it is easier to deal with strangers if you speak their language. If you are care to. Signs, notes, maps, books, and even magic scrolls may be in other languages. creatures, in many places) is useful, but some creatures will not speak it, or will not characters automatically know, and which will be the common language, spoken by all Many languages are used on the world of Cidri. The human tongue (which all human



Languages







potion), but only to a permanent loss. temporary loss of faculties (e.g., one caused by a Decrease IQ use some of their spells or talents. This does not apply to a to lose attribute points, that figure may lose the ability to If some mischance (such as old age or death) causes a figure

reduced below 12 will not forget how to fence - but he won't until her ST got back to 12. Similarly, a Fencer whose DX is lose her Toughness - but it would do her no good unless and points from ST. If this brought her ST below 12, she would not killed and revived, she might choose to take some of the 5 lost the Toughness talent (prerequisite: ST 12 or better) were to be higher stats were prerequisites. For instance, if a figure with abilities - but she cannot use those for which the original, A character whose stats are reduced will retain all her

losses - not temporary losses from potions, spells, wounds, et Note again that these restrictions apply only to permanent be able to, until his DX climbs to 12 again.



# The Fantasy Trip



# Beware of Attribute Bloat!

wants one more point of DX so I can fence blindfolded in plate not to become overgenerous with XP to the character who "just attributes much more costly. But the real solution is for GMs simple response, which has been applied here, is to make high in fact, that making a 3-die roll became almost automatic. A lived characters can build up very high attributes. So high, which only became clear after years of play, was that long-Game Masters: A problem with the first edition of TFT,

of spells and talents that may be learned. gymnasts. Therefore, this edition removes the limit on number things without becoming bull-strong supergenius Olympic multi-talented, getting merely "very good" at more and more It's more realistic and more fun for characters to become armor." Or whatever.