

# Improvement

## Improving Abilities and Specialisms

As characters adventure and utilise their Abilities and Specialisms, these will improve.

### Experience Checks

When a character makes a successful Task Roll against an Ability or Specialism, an **Experience Check** is awarded. This represents the character learning through application. The box next to the Ability or Specialism on the character sheet should be ticked.

For an Experience Check to be awarded, there must have been a meaningful consequence of the Task Roll failing. For example, practising swordplay against a training dummy would not yield an Experience Check.

### Experience Rolls

At the end of each play session, an **Experience Roll** is made for each Ability or Specialism that has an Experience Check against it.

To make an Experience Roll, the player rolls 1d100. If the result is greater than the current value of the character's Ability or Specialism, it increases by 1d5%.

## New Specialisms

Characters may acquire new Specialisms during play. This will generally result from training, research, or an in-game event.

There will often be an associated cost in terms of time, money and/or favours. A suitable teacher may also be required. The Referee should determine such details on a case-by-case basis.

Newly-acquired Specialisms have a starting value of 4d10%.

### Optional Rule: Training

At the Referee's discretion, characters may also train up their existing Abilities and Specialisms in the downtime between adventures.

- A teacher is required.
- Each block of training lasts 1 month.
- The cost of the training is specified by the GM.
- Only one Ability or Specialism may be trained at a time.
- At the end of the month, the trained Ability or Specialism is increased by 1d5%.
- No Ability or Specialism may be increased to more than 70% through training.