

# HP Care & Maintenance

## Experience

Experience comes in the form of Accomplishment Points, or Aps. These are awarded by the GM, usually after each session or adventure. There are three kinds of APs: General APs, STEEP APs, and Exceptional APs. Note that while the core rules states that the cost of STEEP varies by the primary vocation and TRAIT, I use a 1:1 cost for all STEEP in my campaigns. Note that anything with an asterisk should be considered my house rules.

## General APs (AP/G)

General APs are awarded at the end of every scenario. The specific amount of the award could be anything from 1 to 20 points, with 8-10 being the reward for average skill. AP/Gs are awarded for active, dedicated play and success during the adventure.

1. STEEP points can be bought in a K/S Area at a cost of 1 STEEP point per AP/G, up to a maximum of 10 STEEP points\*.
2. When your HP's STEEP in a K/S rises high enough to gain a new Sub-Area you may, if you wish, have the HP Specialize in an old sub-Area instead of taking a new one.
3. You may spend AP/Gs to buy whole new K/S Areas as well. A new K/S Area costs 5 APs plus the cost of the starting STEEP level, which must be at least 1 but can be as high as you can afford (up to 10).
4. You may spend AP/Gs to acquire a new Heka generating Sub-Area, which, unlike other Sub-Areas, is *not* gained automatically as STEEP rises. This costs 10 APs, and requires a roll against the main K/S. I don't require 10 weeks of in-game study\*.
5. You may spend 1 point per point of Joss Factors used in a previous adventure\*.
6. General Accomplishment Points can also be used to boost ATTRIBUTES, thus increasing both CATEGORY and TRAIT totals too. See table below.
7. Finally, 5 AP/Gs may be spent to add on another Special Connection. Said connection must have been met and befriended through play.

ATTRIBUTE Advancement	
<u>New Total</u>	<u>AP Cost/Point</u>
6-8	4
9-11	6
12-14	8
15-16	10
17-18	15
19-20	25
21 and per point thereafter	50

## Specific K/S STEEP APs (AP/S)

These are awarded for succeeding in difficult rolls and/or making skillful and clever use of one's K/S Areas. The award could be anywhere from 1 to 5 points, often during play, and is applied immediately to one, specific K/S.

## Exceptional Performance APs (AP/X)

These are the least common but most valuable kind of Accomplishment Point. They are given by the GM for expert and clever play and immediately boost one of your HP's ATTRIBUTES, raise the HP's Joss total, or grant the HP an instant Special Connection, depending on the nature of your clever activity.



## Increasing Stats During Downtime

Assuming the campaign has between-game downtime, or certain HPs are not otherwise adventuring, you can increase STEEP, ATTRIBUTES, and Joss Factors.

**K/S Study:** In order to make Improvements by studying. You must set aside at least three months of game time, during which your HP may study successfully from one to four K/S Areas. The exact amount which an HP can cover at once depends on the MMPow ATTRIBUTE, as illustrated on the K/S Improvement by Study table.

Each subject costs 200 BUCs (or the amount your GM decrees) for three months of work with it, and at the end of that time period, your HP's STEEP in each studied K/S will be increased by 1D6 points\*.

K/S Improvement by Study	
<i>MMPow</i>	<i># of Subjects</i>
6-10	1
11-13	2
14-16	3
17+	4

**ATTRIBUTE Training:** One may increase an HP's ATTRIBUTES via the use of a similar process. You must pick one specific ATTRIBUTE of your HP to work on, and the persona must follow a very strict regimen with it for the next three months. The cost is 500 BUCs for that the period, and at the end the ATTRIBUTE will be boosted by 1 point.

ATTRIBUTE Improvement by Training		
<i>Result</i>	<i>Cost</i>	<i>Time</i>
16-20	1,000 BUCs	5 months
21-25	2,500 BUCs	8 months
26-30*	7,500 BUCs	1 year
*Highest possible result by this method.		

**Joss in Slow Years:** Finally, for every year that passes without adventure, an HP automatically gains 1 Joss Factor free, up to the character's maximum JF.