

Victory Points and Gaining Skill Levels

Victory Points are awarded for defeating opponents, and for completing special tasks throughout the adventure. When you are awarded Victory Points, it is added to the number shown in the characters information window. The current Victory Points is shown as a negative number. When you gain Victory Points, it is added to the negative number. When the total shown goes above zero, the character has gained enough knowledge and skills to advance to the next skill level. The Victory Points total will then be lowered by the amount required to gain the next skill level.

New characters start at Skill Level 1. Different castes require different amounts of Victory Points to achieve certain skill levels. For the amount needed by different caste to achieve various skill levels, see "ADVANCEMENT CHARTS" in the appendix.

NOTE: Only characters that are conscious at the time the Victory Points are awarded will receive the Victory Points. For example, if at the end of battle the total amount of Victory Points is 1000 pts, and only 5 of the 6 party members are conscious, each of the 5 members will receive 200 points, and the unconscious member will receive nothing. characters that run from battle do not receive Victory Points either.

Sometimes your character may perform actions that awards them Victory Points immediately.

- Priests and Crusaders that destroy an undead by attempting to turn them will receive 75 Victory Points per Toughness Level of the monster.
- Priests and Crusaders that turn an undead will receive 150 Victory Points per Toughness level of the monster.
- A character who is successful at disarming a trap or picking a lock will receive 300 Victory Points per tumbler picked. Each of the colored lines that moves is representative of a tumbler. Example: If a Enchanter picks a lock with 4 tumblers, that Enchanter will receive 1200 Victory Points.
- Anybody who is successful in forcing a lock will receive 300 Victory Points per level of difficulty of the lock. Example: If a fighter forces a lock with 4 lines, that fighter will receive 1200 Victory Points.

Calculating Victory Points for Monsters You Kill

The value in Victory Points of an enemy you kill, destroy, slaughter, or blow to pieces in general is calculated as below.

Value of monster = Base Value + (Per Stamina x Actual Stamina Of Enemy) + (Extra Bonuses)

Monster
Toughness

Base

Per
Level

Value

Stamina

0

3

1

30

6

2

45

9

3

65

12

4

80

15

5

100

18

6

140

21

7

200

24

8

300

27

9

450

30

10

700

33

11

1100

36

12

1800

39

13

2300

42

14

2800

45

15

3200

50

16

3700

55

17

4200

60

18

4700

65

19

5200

70

20

5700

75
Over 20

6200

NOTE: Keep in mind that all Victory Points as calculated above is base. If you began the adventure at a difficulty rating other than NORMAL, or had higher or lower numbers of character skill levels than the recommended number, you may earn higher or lower Victory Points. This is to take into account the difficulty level of play. The harder your setting, the more Victory Points you will earn.