

Levelling Up

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1 Introduction

In many fantasy themed games your character gains levels and becomes stronger and gains access to more abilities over time. In Talisman you can gain Followers and Magic Objects which do make you more powerful but they are often easily lost. What if we changed the Characters around so they could gain levels?

2 General Rules

All characters begin at first level and with 0 Experience. When a character defeats an Enemy it gains Experience equal to it's Strength or Craft. A character can spend 7 Experience to increase his Strength or Craft by 1 as usual but now can also spend 10 Experience to advance to the next level.