

CHARACTER TRAINING SYSTEM

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The training system I use is a simpler version of the DMG version. It stems from the 1st edition rules, so I'll explain in using these rules. The players seem to like it, so we've kept using it for 2nd edition play.

Characters only need training at levels were they actually learn something new. So, mages get a new spell level at 1st, 3rd, 5th, 7th, etc., fighters go up one level on the attack matrix at 1st, 3rd, 5th, 7th, etc., clerics get new a new spell level at 1st, 3rd, 5th, 7th, etc., thieves, well it doesn't work out so well here, but they go up on the attack matrix at 1st, 5th, 9th, etc. So I only have characters seek out a mentor to train them at odd numbered level, and the even numbered levels they just go up without training. This also allows the characters more freedom to go where they want without worrying about getting trained (it can be hard finding a fighter specialized in two-handed sword). After 9th level, characters can train themselves.

Training averages about 1,000 gp per level. It depends on the location and NPC that's doing the training. Its not uncommon for characters to pay 1,300 gp per level or 700 gp per level. Bartering for training payment is not uncommon, its also a good source for adventures.

It usually takes about a week to get trained, if the character trains all day, every day.

The character must be trained by somebody at least 2 levels higher than them and that have the same talents (ie., sword specialist, mage specialist, be proficient in a common weapon, etc.).

If for some reason a character doesn't get trained for a long time, they will stop gaining experience points past what they need for the next level. For example, a 4th level warrior would collect experience until (s)he had enough for 6th, after that all experience is lost. I used to have a more complex system for experience beyond that required for the next level, but I dropped it for sake of simplicity. This loss of experience simulates the diminishing returns on experience due to lack of understanding (ie., watching boiling water after taking a phase equilibria course, its still just boiling water but you get alot for out of the experience).