

NWP Point System

Rules:

These new rules are designed to create a more dynamic and diversified NWP system. The following basic rules apply to characters NWP:

- **The NWP end-of-discussion rule (optional):** Each time a character wishes to use a NWP, a skill check (d20) must be rolled, which will decide success or failure.
- **The NWP hard-ball rule (optional):** Characters are absolutely non-proficient in NWP skills which they have not chosen.
- The maximum skill level a character can achieve in a specific NWP is the appropriate stat +/- the NWP modifier (see old NWP rules).
- **NWP Specialization rule:** Each character may choose to specialize in one (for every 10 levels) NWP. A +3 bonus is added once to the specialized NWP. The “must roll”, stat or 18 limit rule is not automatically valid here.

Gaining NWP points

The following tables (1-3) are used to calculate the number of NWP points a character receives:

Table 1

<i>Class</i>	<i>Base</i>	<i>NWP points per level</i>
Fighter	20	7
Ranger	25	7
Paladin	25	8
Wizard	30	9
Priest (GCA)	25	7
Priest (MCA); Druid	25	8
Priest (PCA)	30	9
Thief	20	7
Bard	30	8

A newly acquired NWP has a skill level of 1. This number may be adjusted once (table 2) by high stat scores. Use the relevant NWP stat (old NWP system). The adjustments are:

Table 2

<i>Stat score</i>	<i>Bonus</i>
14 - 15	+1
16 - 17	+2
18 +	+3

When a character gains a new level, he receives a number of “NWP points per level” (table 1). These points are adjusted according to the “points per level adj.” (table 3). A PC’s “base” points (table 1) are modified once (1st level) by the “base adj.” (table 3).

Table 3

<i>INT score</i>	<i>Base adj.</i>	<i>Points per level adj.</i>
2 - 8	+5	- 2
9 - 11	+8	- 1
12 - 13	+10	0
14 - 15	+13	+1
16	+16	+2
17	+20	+2
18	+25	+3
19 +	+28	+3

How to use NWP points

When a character wants to learn a new NWP he must pay 5 NWP points per NWP-slots (old NWP system). To improve existing NWP, use the following table in order to determine the number of NWP points needed to increase the skill level by one point:

<i>Skill level</i>	<i>Cost for gaining one skill level</i>
1 - 11	1 NWP point
12 - 14	2 NWP points
15 +	3 NWP points

Special character class NWP skills

All characters may specialize in a NWP. Some character classes have one additional NWP which should count as NWP specialization. These classes gain the appropriate NWP without cost, and may also choose an additional NWP specialization.

<i>Class</i>	<i>NWP skill</i>
Ranger	Tracking
Elementalist	Elemental plane
Druid	Herbalism
Bard	Musical instrument

What do the numbers mean ?

The following system should be used to evaluate a characters NWP skill level:

<i>Skill level</i>	<i>Evaluation</i>
1 - 4	Minimal
5 - 9	Basic
10 - 14	Average
15 - 18	Expert
19 +	Master

How the DM should award new NWP-points

<i>Situation</i>	<i>Points</i>
New Level	See tables 1 and 3
Per game session	1
Uses a NWP that saves party from great danger	1
Characters uses time between game sessions to improve	1 point per (30 + skillevel - Stat) days
A great master in the spesifik NWP which is willig to teach the PC	Variable
Reward	1

Finally an small exsample:

The 3rd level fighter Mean Gorm has just been created. He has the following stats:

STR 17
DEX 10
CON 16
INT 9
WIS 13
CHA 7

After evaluating his stats and level Mean Gorm has the following total of NWP points:

<i>Level</i>	<i>Class Base</i>	<i>INT adj.</i>	
1 st	20	+8	28
2 nd	7	- 1	6
3 rd	7	- 1	6
		Total	40

Mean Gorm has 40 NWP points at 3rd level. For his newly created character he decides to learn the following NWP:

<i>NWP</i>	<i>Old NWP sys.</i>	<i>NWP cost</i>
Swimming	1 slot	5 points
Riding, landbased	1 slot	5 points
Appraising	2 slots	10 points

Mean Gorm uses 20 NWP points to acquire these NWP. He has now the following skill level in each NWP:

<i>NWP</i>	<i>Base</i>	<i>Stat adj.</i>	<i>Base skill level</i>
Swimming	1	+2	3
Riding, landbased	1	0	1
Appraising	1	0	1

Now it is time for Mean Gorm to use the 20 NWP points he has left, but he must first check the max skill level he can achieve in each NWP.

<i>NWP</i>	<i>Old NWP sys.</i>	<i>Max skill level</i>
Swimming	STR 0	17
Riding, landbased	WIS +3	16
Appraising	INT -1	8

Mean gorm wishes now to use his NWP as follows:

<i>NWP</i>	<i>Base Skill level</i>	<i>NWP points used</i>	<i>Skill level at 3rd level</i>
Swimming	3	14	14
Riding, landbased	1	5	6
Appraising	1	1	2
	<i>NWP points used</i>	20	

When Mean Gorm starts playing he will have the following skill level on his NWP at 3rd level:

Swimming 14
Riding landbased 6
Appraising 2

Each time he uses ome NWP he must roll equal or lower the skill level he has on a d20. When he reaches 4th level he may distribute 6 new NWP points among his existing NWP or/and purchase new NWP.