

## EXPERIENCE AND BENNIES:

### Characters:

Each player will have 2 characters in the campaign at a time. At the beginning of each session he picks one of the two as his Active Character, the other will be his Inactive Character. The Inactive Character will remain at home, taking no part in the adventure, unless the Active Character becomes killed, injured or otherwise incapacitated for a long period, at which point the Inactive Character may be swapped in. When a player joins the campaign, he may create 1 character with 20 experience points, and one with 0 experience points. From then on, a character is killed, the replacement will begin with 0 experience points.

### Experience Points:

Experience points will be awarded on the following schedule:

Participation: If a player participates in a game session, his active character gets 1 experience point.

Group Survival: If all the active player characters survive the session, all active characters get 1 experience point.

Mission: If the team accomplishes the mission-goal, each active member gets 1 experience point.

Bennie Award: If a character wins any of the bonus combat bennie awards listed below during the session, he gains one addition experience point (maximum 1 point per session no matter how many awards).

Bennie Cash In: if a character has surplus bennies at the end of the session, he can cash them in, rolling 1d6 for each bennie cashed in, with a 5 or 6 result resulting in a bonus experience point.

Inactive Characters: the Inactive Character belonging to a player will receive a number of experience points equal to one half (round up) of the points awarded to the Active Character. It is assumed the Inactive Characters are off having minor adventures of their own.

### Bonus Combat Bennies

When the first initiative card is drawn for each combat, the suit is examined and will determine what sort of bennie award can be gotten during the fight.

**CLUBS: Hackmaster fight**: whoever puts down the largest number of enemies wins 2 bennies.

**SPADES: Cutting off Heads**: anyone who puts down an enemy by using a called shot to the head, at anytime during the battle wins 1 bennie.

**DIAMONDS: Hello Mr. Fancy-Pants**: whoever executes the largest number of Tricks or Combat Tests of Wills during the battle wins 2 bennies.

**HEARTS: Let me count the ways**: anyone who puts down 3 different enemies using 3 different means (fighting, throwing, shooting, spells, device) wins 1 bonus bennie.

**JOKER: all skate**: all four types of bonuses are in play.