



PDP OPTIONS - PART 1

The purpose of this bolt-on is to give players additional flexibility in the design of their characters. It is recommended that GMs do not make this bolt-on available to new players but wait until the group has suffered several character fatalities.

TRADING PDP FOR CASH

During character creation, rather than spending PDP on skill points, or increasing physical Stats you can trade them in for cash, allowing them to buy something they feel is particularly essential.

1 PDP = 50 credits for all equipment except Bioware.

Bioware: if the cash is to be use on Bioware then 1 PDP equals 1,000 credit.

TRADING PDP FOR RANK

Characters normally start with an Adventurer Rank of 1. Sacrificing 80 PDP will allow your character to start at Adventurer Rank 2; and every 40 PDP sacrificed after that will increase Adventurer Rank by an additional 1.

For each additional Adventurer Rank run the character through the Rank increase rules; giving them extra HP, Hero Bonuses and Karma Points.



~The Age of Hastur~

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